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BRITAIN'S BIGGEST SELLING MULTI-FORMAT MAG!

Games Master

NEW GAMES!

- Bruce Lee
- Tony Hawk's 3 GBA
- Jedi Knight 2
- Die Hard Vendetta
- 2002 FIFA World Cup
- Spyro PS2
- Rallisport Challenge
- The Scorpion King
- Tekken Advance

LAUNCH SPECIAL!

XBOX

- WWF Raw and Wreckless rated!
- Halo tipped! • Free launch poster!

PS2 WORLD EXCLUSIVE!

SPIDER-MAN THE MOVIE

The Spidey sense-tingling first play! PLUS Amazing Xbox shots!

WE'VE PLAYED IT!

ONIMUSHA 2

Find out how good this is first!
PLUS Genma Onimusha on Xbox rated!

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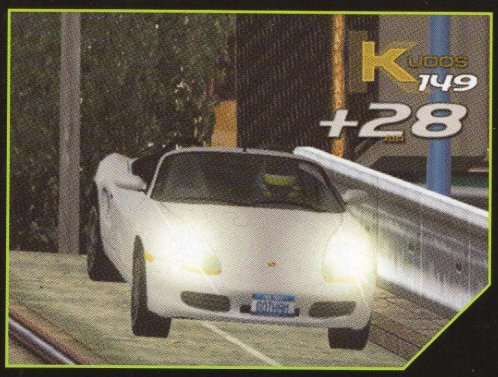


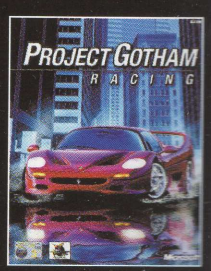
NO STYLE. NO POINTS.

XBOX

ONLY ON XBOX

Style is everything in Project Gotham Racing. Rip through traffic, pull 360's and power slide out of corners and just watch those kudos points soar. Of course, you'll also be behind the wheel of some of the most outrageously gorgeous motors around. But drive them like a Dodgem and you'll experience butt clenching crash damage. No wonder CVG magazine reckon 'its more fun than Gran Turismo 3'. Ouch.

PLAY MORE, PLAY PROJECT GOTHAM RACING.™



www.xbox.com/uk/projectgotham

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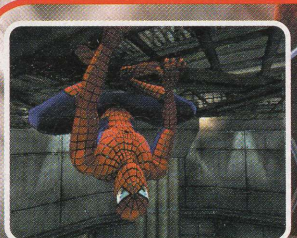
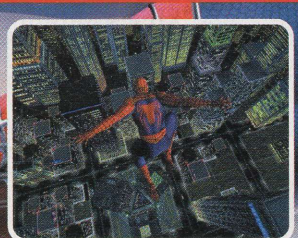
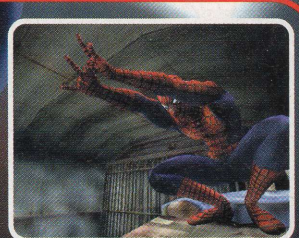
SPIDER-MAN
THE MOVIE

When Spidey swings onto the next-gen consoles, guess who he wants there to have the very first go? Your friendly neighbourhood GM, that's who. Flip to page 58 to see it in action. There's so much other stuff on every format the only sensible thing to do is head over the page!

FLIP THE PAGE TO GET STARTED ON BRITAIN'S BEST SELLING MULTI-FORMAT MAG!







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NOW LOADING...

THE WORLD'S MOST EXCITING GAMES MAG BEGINS... THE WORLD'S MOST EXCITING GAMES MAG BEGINS... THE WORLD'S MOST EXCITING GAME

PS2 XBOX p.58

SPIDER-MAN THE MOVIE

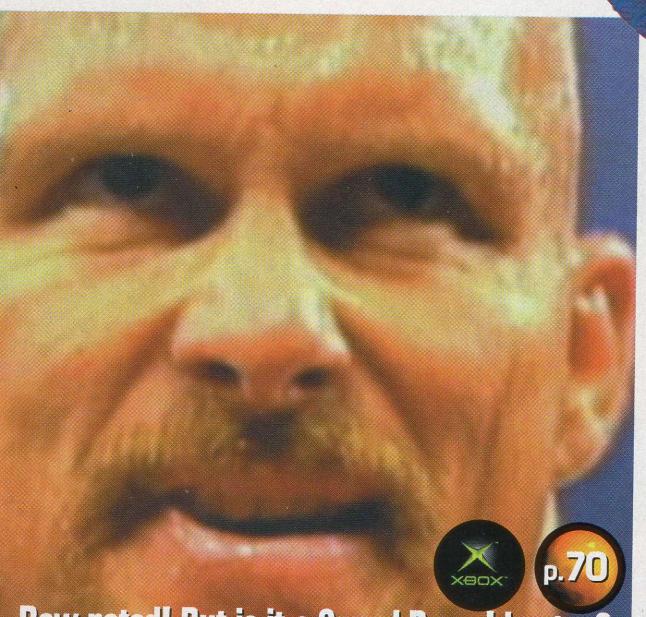
Spidey swings onto Xbox and PS2! See every sense-tingling shot inside!

WRECKLESS

Get ready for some serious motor mayhem!

ISS 2

FIFA 0 ISS 2! The new arcade footy king kicks off



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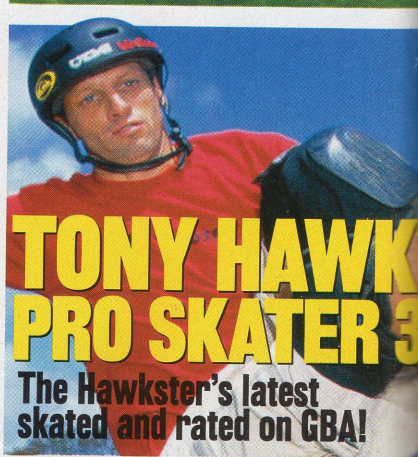
Raw rated! But is it a SmackDown! beater?

WWF RAW

XBOX p.42

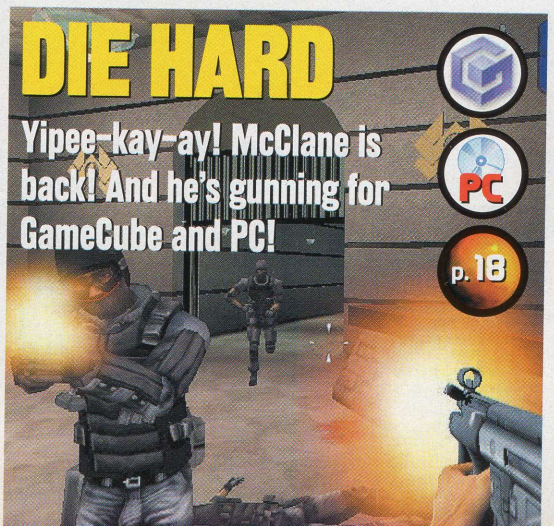
BRUCE LEE

See the kung fu king kick ass on Xbox. First shots!



TONY HAWK PRO SKATER 3

The Hawkster's latest skated and rated on GBA!



DIE HARD

Yipee-kay-ay! McClane is back! And he's gunning for GameCube and PC!

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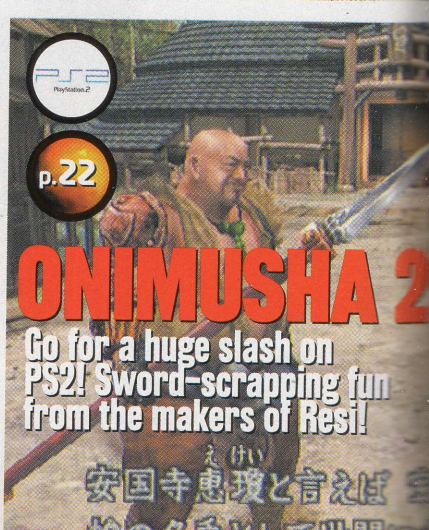

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ONIMUSHA 2

Go for a huge slash on PS2! Sword-scrapping fun from the makers of Resi!

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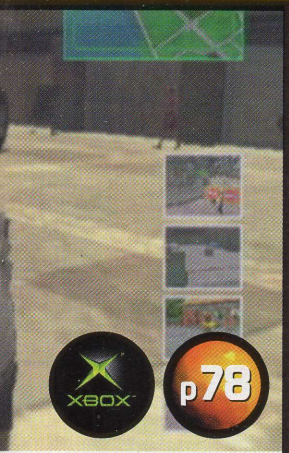

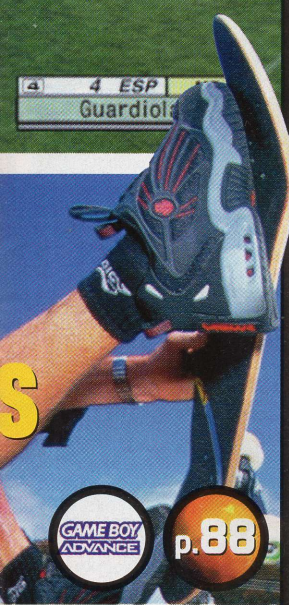

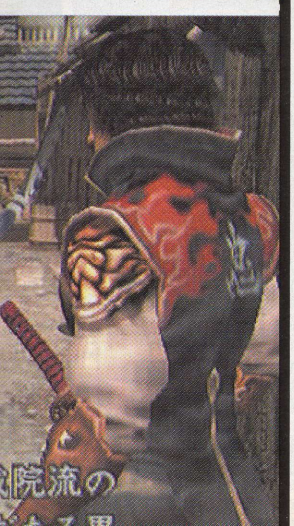

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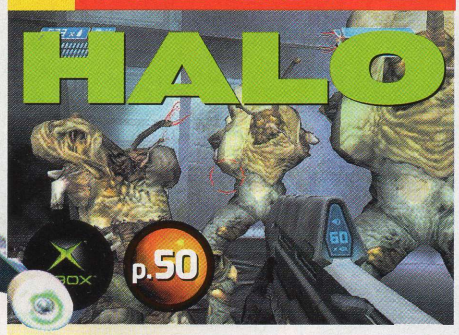

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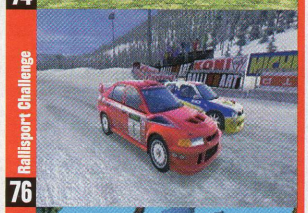

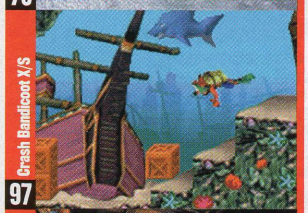

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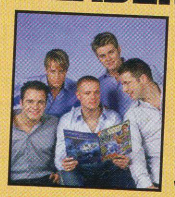
Games Master

TEAM GM

Who was wall crawling in #119?

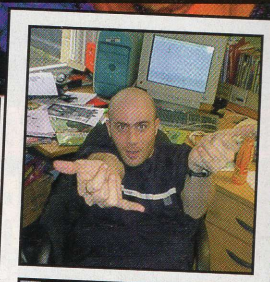
READER of the MONTH!

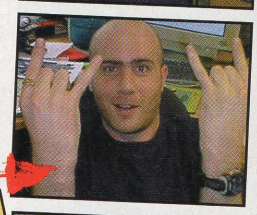


WESTLIFE
THEY SUCK

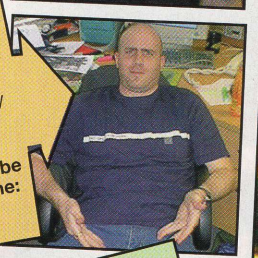
This month it's that loveable, bland ballad band Westlife. Yep, in between singing insipid pop dribble, the cheeky Irish scamps pick up a copy of GM and look at the pretty pictures. This has nothing to do with the fact that they're releasing a PSone game and will do anything for a dollar. Rock on!

Want to be Reader of the Month? Tell us why you're so special and win a game for the platform of your choice. Write to the usual address.



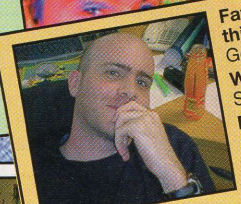


Aha, Paul's pulling the classic Spidey webbing pose... "No dude, this is my nu-metal sign. This ship rocks, it's totally awesome." Oh yeah, gnarly bro'. Party on! So let me guess, the kegger's back there? "No it's just the way I'm sitting."



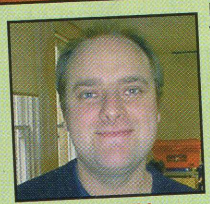
ALI TURNER
CURTIS CONNORS

Fave game this month: Herdy Gerdy
Worst game: Dragon Riders
Fave spider: Money
Film that should be made into a game: The Shining



PAUL TYSALL
WILSON FISK

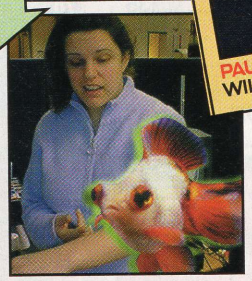
Fave game this month: Genma Onimusha
Worst game: State of Emergency
Fave spider: Chocolate
Film that should be made into a game: Hard Boiled

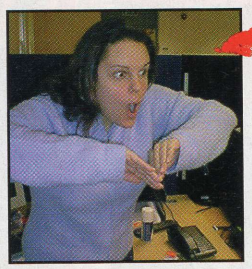


ROBIN ALWAY
OTTO OCTAVIUS

Fave game this month: Onimusha 2
Worst game: Westlife: Fan-O-Mania
Fave spider: Red Back
Film that should be made into a game: Convoy – there's just not enough Kris Kristofferson games.

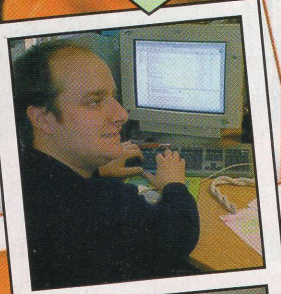
Bitten by a radioactive sloth, mild mannered milk maid Tom East has become The Sloth. Blessed with the speed and power of a sloth, Tom avoids doing any work and sleeps as much as he can... so not much change there then!

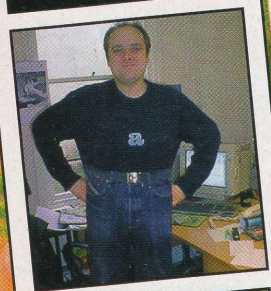


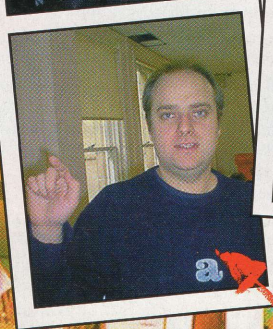


RICH MELVILLE
EDDIE BROCK

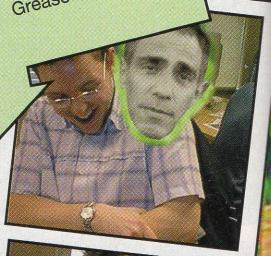
Fave game this month: Tony 3 (GBA)
Worst game: Westlife: Fan-O-Mania
Fave spider: Tarantula
Film that should be made into a game: Grease



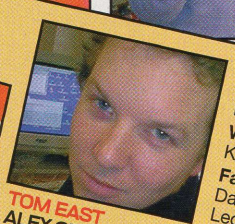




Bitten by a radioactive goldfish, classy lady Ali Turner now has become The Goldfish! She has all the grace and speed of a fish, and a strange smell. "Did you know that I was bitten by a goldfish." Yep. "Ok, but do you know i was bitten by a goldfish."

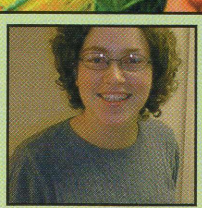


Bitten by radioactive gay activist and writer Derek Jarman, mild mannered Rich Melville has become Jar-Man! He's blessed with the super-human ability to open up any jar, no matter how tight the lid and without using a tea towel. A favourite with housewives and the limp-wristed everywhere, his only fear is child-proof medicine lids: "Curse that clicky plastic!"



TOM EAST
ALEX O'HIM

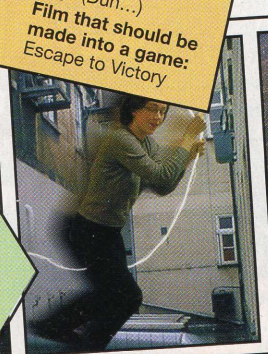
Fave game this month: Die Hard Vendetta
Worst game: Knockout Kings
Fave spider: Daddy Long Legs (Duh...)
Film that should be made into a game: Escape to Victory

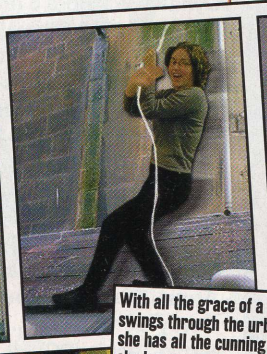


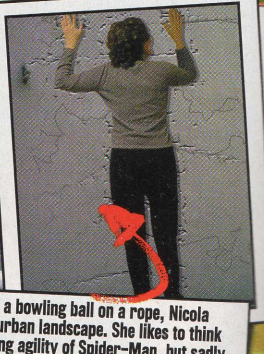
NICOLA KNEALE
WILLIAM BAKER

Fave game this month: Tekken Advance
Worst game: Dynasty Warriors 3
Fave spider: Black Widow
Film that should be made into a game: A Nightmare on Elm Street

By day he's a mild mannered, unassuming editor who gets pushed around by the work experience kids. But by night... he's Captain Callow, protecting the world from below par pop singers. "That was totally lifeless. I give that attempt at humour two out of ten." Ooh, he's a right one!

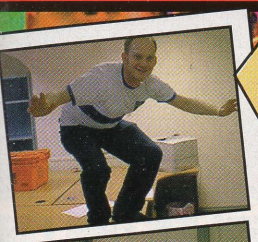


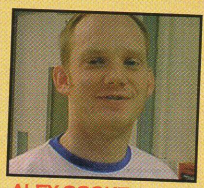




With all the grace of a bowling ball on a rope, Nicola swings through the urban landscape. She likes to think she has all the cunning agility of Spider-Man, but sadly she has as much spacial awareness as Daredevil with a hot towel wrapped round his head.

TEAM GM

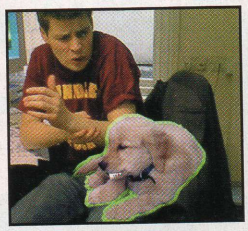


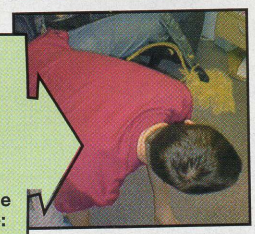


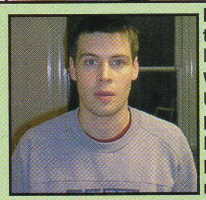
ALEX COOKE
QUENTIN BECK

Fave game this month: Champ Man 01/02
Worst game: Alfred Chicken
Fave spider: Charlotte
Film that should be made into a game: Tomb Raider

Just like Spider-Man, Alex is capable of doing what ever a spider can. He can stick to walls, can shoot webs and has incredible agility. Also, he eats anything he mates with. Hi Alex, what you got there? "Hmmm, a delicious lamb sandwich." Well, it takes all sorts...

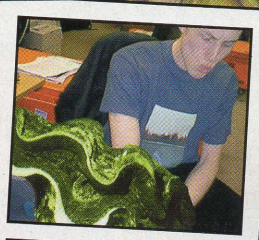


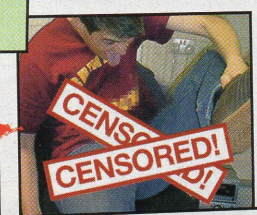




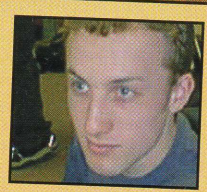
DAVE HARRISON
CAPTAIN LUIS ALVAREZ

Fave game this month: ISS 2
Worst game: USA Racer
Fave spider: Boris
Film that should be made into a game: The Joy Luck Club



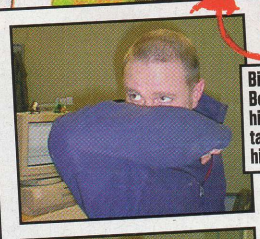


Bitten by a radioactive puppy, bad mannered Dave Harrison has become Puppy-Man. Now, blessed with all the powers of a puppy, he fights crime by chewing shoes, pissing indoors and licking his own balls. What a hero!

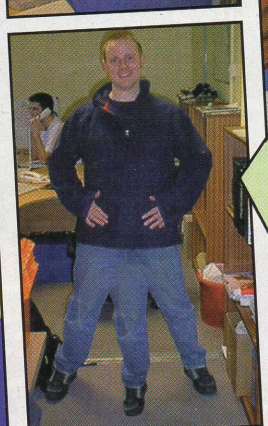


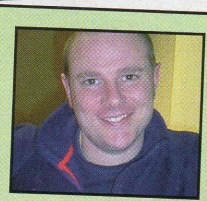
ALISTAIR BELL
THOMAS FIREHEART

Fave game this month: Gun Valkyrie
Worst game: Arctic Thunder
Fave spider: Incey Wincey
Film that should be made into a game: The Sound Of Music



Bitten by a radioactive clam, mild mannered Alistair Bell has now become Clam-Man. Driven insane by his super clam powers, he lurks in rock pools and tastes great with a touch of garlic, waiting to take his revenge on the world. But why the beard?



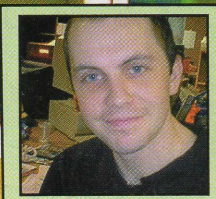


JONNIE BRYANT
VICTOR VON DOOM

Fave game this month: Herdy Gerdy
Worst game: NHL Hitz 2002
Fave spider: Funnel Web
Film that should be made into a game: Howard's End

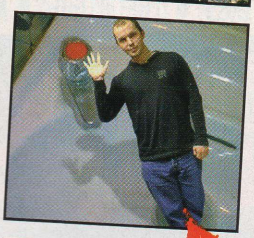
You've heard of Captain America and Captain Britain (maybe), well meet Jonnie Bryant – Captain Isle of Man! He's fast, he's strong, he has reasonable tax rates, and he takes longer to put his shoes on than any mere mortal.

"Ouch! I've just been stung by a bee!"
Was it radioactive?
"No, but £2.50 for a jar of honey? It's outrageous!"

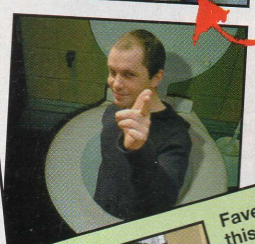


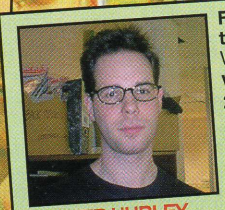
JOEL SNAPE
MORRIE BENCH

Fave game this month: State of Emergency
Worst game: Westlife: Fan-O-Mania
Fave spider: Bird Eating
Film that should be made into a game: The Princess Bride



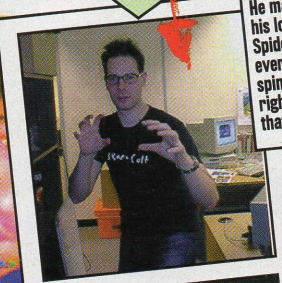
Mild mannered midwife by day, by night Joel Snape is Spider-Man! He can do all that a spider can, and uses his super powers to get stuck in sinks and toilets. What a fool.



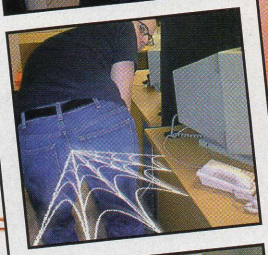


OLIVER HURLEY
MAX DILLION

Fave game this month: WWF Raw
Worst game: 2002 FIFA World Cup
Least fave spider: Spider from Corry
Film that should be made into a game: Subway



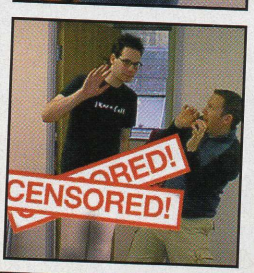
He makes women scream with his long, hairy legs. Yep, it's Spider-Ollie – he can do what ever a spider can. Look as he spins his web of intrigue – right into Ali's face. Now that really is super.



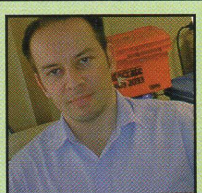
ADAM WARING
MAC GARGAN

Fave game this month: Broken Sword
Worst game: Shrek
Fave spider: Golden Orb
Film that should be made into a game: Debbie Does Dallas

"Oooh, heavens above, that's so scary. I'm all in a quiver. It's the way it moves. And those long, spindly, hairy legs just give me the creeps!"
What is it? A spider?
"No, it's Ollie – in shorts!"
Oh the horror.



Bitten by a radioactive duck, mild mannered cocktail waitress Chris Bates has now become a super-hero. Blessed with all the cunning and reflexes of a duck, Chris has vowed to the fight crime as his vigilante alter-ego – Duckwit!



CHRIS BATES
NORMAN OSBORN

Fave game this month: Champ Man 01/02
Worst game: Shrek
Fave spider: Black Widow
Film that should be made into a game: Bambi

AMAR HUSSAIN
PROF MILES WARREN

Fave game this month: The Thing
Worst game: Dark Summit
Fave spider: House ones
Film that should be made into a game: Tomb Raider

HOT NEWS

KOJIMA UNVEILS UK MGS2!

Mr Metal Gear talks to GM!

To mark the UK launch of *MGS 2*, creator and all round genius Hideo Kojima flew to London to chat to GM's very own Judo Wallby (or Rich Melville to give him his non-*MGS* name). If you're lucky enough to have picked up a copy of what looks like being the fastest selling UK game ever, you must read this...

GM: What made you add the extra European game modes to *MGS 2*?

Kojima: We feel sorry that, due to translation into European languages, Europe gets *MGS 2* last. Because we had more time, we added the bonuses and brushed up the game.

GM: Lots of players have complained about Raiden in *MGS 2*. Are you going to go back to having just Snake as a main character?

Kojima: I still don't know what I want to do in the future, but with the introduction of Raiden (although he isn't that popular now), Snake stands out strongly. Without Raiden, Snake wouldn't have stood out like he has.

GM: Will *MGS* appear on Xbox or GameCube after PS2?

Kojima: If people want to see *MGS* on another platform, I might do it. If we get a lot of requests for a *MGS* game for another platform, we might do it.

GM: Will there ever be a *MGS* movie made?

Kojima: It's something that I'm saving until later in my life. I'd like to do it some time – maybe when I've created enough games that I'm happy with, I'll do movies.

GM: In the light of new character Raiden, is Snake a permanent part of the *MGS* series, like James Bond is to 007?

Kojima: I think that a *007* movie without Bond just wouldn't be a 007 movie, so I think Snake will be in future MGS games in one form or another. With the *Bond* films, they always get new actors to keep the series fresh, but you can't do that in a videogame. That's why we introduced the character of Raiden.

GM: Have you ever thought of teaching budding game developers tricks of the trade through a series of seminars?

Kojima: I do not have any specific plans but one thing I always wanted to do was come up with a Making Of kind of book. We're working on something like this right now.

GM: Shigeru Miyamoto has said he doesn't think online gaming is an essential part of gaming. Will your future games be online?

Kojima: I think on and offline kinds of games can co-exist. You have your conventional offline games and at the same time there will be online games where you're not regulated by rules and where you have to deal with real people.

WIN MGS 2 ARTWORK SIGNED BY HIDS!

Want to make your mates greener than a ripe avocado? How about a piece of silver *MGS 2* artwork signed by Hideo Kojima himself? We've got five prints to give away! Send your name and address to Hello Hideo Compo at the usual GM address by 17 April. Good luck!

5 FACTS YOU STILL DON'T KNOW ABOUT MGS 2

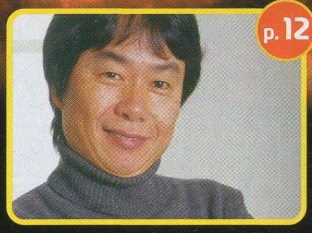
1. The odd body part names given to parts of the ship, such as Rectum, are based around the scene in *Pinocchio* where the wooden boy gets swallowed by a whale.
2. Once you've nicked dog tags from a soldier, look at the date on the tags and visit him on his birthday. Use the binoculars to look at him and press △ for a hidden message.
3. Dog tag number 019-0819 is engraved with the name Emily Britt. She's actually the name of a Konami UK Public Relations executive. We won't tell you her age though.
4. The FAMAS rifle was seen in early *MGS 2* screens but didn't make it to the final game. US gamers can use a Game Shark cheat system to unlock the rifle in the demo version of the game, however. Doesn't work in the UK.
5. If you take a camera pic of the right screen in Hold No 2 and show it to Otacon, you'll see the ghost of Hideo Kojima!

METAL GEAR BUNDLED!

On 22 March Sony are releasing a PS2 *MGS 2* bundle to mark the arrival of the biggest PS2 game of 2002. (And, erm, sell lots of PS2s, naturally). Priced at £229, we can exclusively predict it's going to sell like warm bakery-made foodstuffs. If you want PS2 you know what to do.

▶ If you want to get PS2 and MGS 2 this'll save you nearly £20 at today's prices. Shame they're not chucking in any bonus MGS tat, mind.

p. 10 **THE LORD OF THE RINGS**
The game of the film may be distant, but the multi-format game of the books is looking mighty tasty.



p. 12 **SHIGSY INTERVIEW**
With the 3 May GC launch almost upon us, the man that made Mario talks about the plumber, Zelda and whether Ninty games will finally go online...

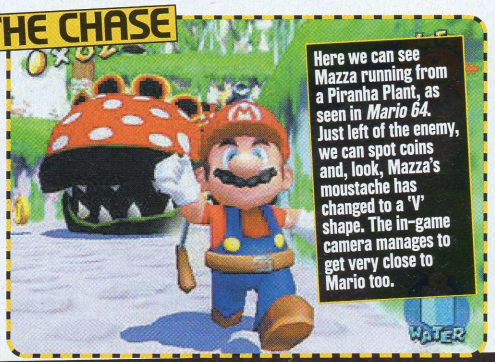
p. 14 **AUTO MODELLISTA**
Capcom attempt their first arcade-style racer. Can the cel-shaded car-toon compete with Namco's *Ridge Racer* series? Take a look at the new screens to find out!

MAZZA'S SUN SCREENS!

First proper Mario Sunshine shots reveal new info!

It's a beautiful day! Ninty have released the first proper shots of their flagship 'Cube game, Mario Sunshine. Drink in the new details and expect more, much more as we gear up for the expected Christmas release date for the UK...

THE CHASE

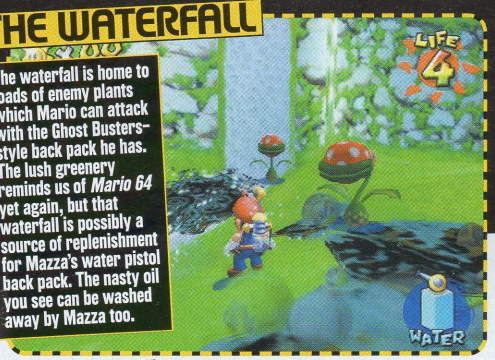


Here we can see Mazza running from a Piranha Plant, as seen in *Mario 64*. Just left of the enemy, we can spot coins and, look, Mazza's moustache has changed to a 'V' shape. The in-game camera manages to get very close to Mario too.

THE TIGHTROPE

Who says you have to fly or use platforms to get from A to B? Mario needs to learn how to balance himself in order to get to hidden areas. There doesn't appear to be a *Tony Hawk's*-style Balance Meter either, so you'll have to rely purely on your own judgement. Don't look down!

THE WATERFALL



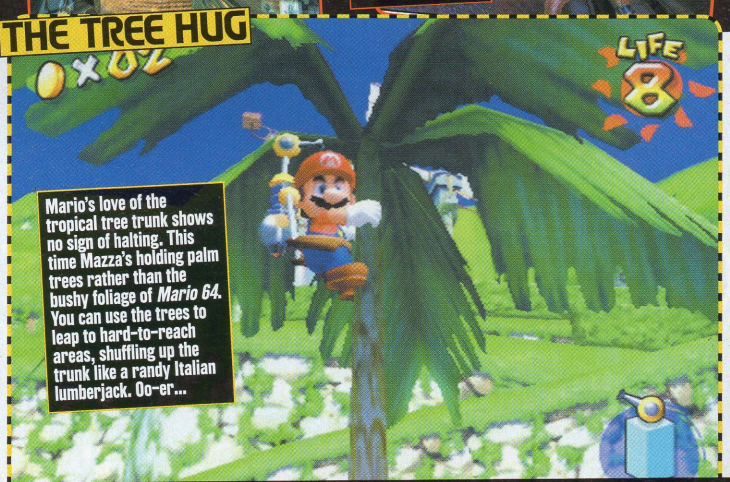
The waterfall is home to loads of enemy plants which Mario can attack with the Ghost Busters-style back pack he has. The lush greenery reminds us of *Mario 64* yet again, but that waterfall is possibly a source of replenishment for Mazza's water pistol back pack. The nasty oil you see can be washed away by Mazza too.

BONUS!

NEW METROID PRIME SCREENS INCOMING!

Mmm, nice buns! Samus shows the new third-person camera perspective of *Metroid Prime* and asks "does my bum look big in this?"

THE TREE HUG



Mario's love of the tropical tree trunk shows no sign of halting. This time Mazza's holding palm trees rather than the bushy foliage of *Mario 64*. You can use the trees to leap to hard-to-reach areas, shuffling up the trunk like a randy Italian lumberjack. Oo-er...

THE WALL

Yes, the revolving walls are back for the first time since 1991's *Super Mario World* on SNES. The water-based level might look familiar to fans of *Mario 64*, but the Life Meter is new.

SCANDAL MONGER

BACK ON TRACK

After a less-than-stellar PS2 debut, *Ridge Racer* needs to reclaim its crown as king of arcade racers. So Namco have announced they've just started work on the sixth instalment – across all three platforms too! Let's hope they fix all that was wrong with *RV*!

BARK AT THE MOON

Originally slated for PS2, *Castlevania: White Light Concerto* has been shifted to GBA. Set in 1740, you play as Jeust Belmont on the path of Count Dracula. Though it will have more characters, the action should be similar to *Circle of the Moon*. We predict a vampyrically-brilliant platformer come June.

FESTIVAL TIME

Sony are going to hold a festival celebrating the PlayStation Lifestyle. Mixing skateboarding, DJs, breakdancing, films, music and prizes, it sounds ace. If you fancy it, call 0115 934 8757 for tickets. They're £18 per day and the festival will be held from 4-6 May, at Gunnersbury Park, London. More info next ish!

THE CHASE IS ON

This sounds like *Stuntman*. *Chase*, a new Xbox driving game from Bam!, has you burning around Hollywood movie sets, doing stunts and smashing through props to please a film director. There's even a *Stuntman*-style Tuk Tuk.

▲ There's more carnage than in *GTA 3*

STOP PRESS! MICROSOFT TO DEVELOP SMALLER XBOX PAD FOR US AND UK!

RESI BACK ON PS2!

The *Evil* goes online across all three next-gen consoles!

With *Resi* residing exclusively on 'Cube for the near future, PS2 peeps have been angry. Well, you can relax now, 'cos we've just got wind that *Resi Evil* is about to go online – across all three next-gen platforms!

Biohazard Network (as it'll be known in Japan) is tipped to launch later this year, but there's no confirmation of a UK release date. This should tie in with Sony's broadband plans, which include an online PSone emulator, a Real Player Jukebox and downloadable PS2 softs.

At the moment, there are no details, but two questions that are burning in our minds are: will PS2, 'Cube and Xbox owners be able to play together? And, is it a new adventure or some lame rehash? If it's anywhere near as cool-looking as 'Cube *Resi*, it'll be a treat.

Announced a few weeks ago by Capcom of Japan, *Biohazard Network* (*Resi Online*) is part of Sony's bigger plan to bring their super-console into the online age. Among 30 titles announced, there were a few highlights. Check out our top 10 of tasty titles coming to a telephone line near you:

1. Auto Modellista • Capcom
2. Shutokou Hioghway Battle • Genki
3. Final Fantasy 11 • Squaresoft
4. Hundred Swords • Sega
5. GT Online (working title) • SCE
6. Bomberman Online • Hudson Soft
7. Armoured Core Sigma Project • From Software
8. Music Game (Working Title) • Konami
9. Race (working title) • Sega
10. 3D Flight Shooting (working title) • Namco

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All entries to include name, age and full address and sent in a stamped addressed envelope to: **'Build a Bot' competition, Cartoon Network, PO Box 2798, London W1A 5LE**
Closing date for all entries is 15th April 2002. Competition open to residents of the UK only. For full list of terms and conditions visit www.cartoonnetwork.co.uk or toon text page 240.

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LORD OF THE RINGS

The multi-format Fellowship details revealed!

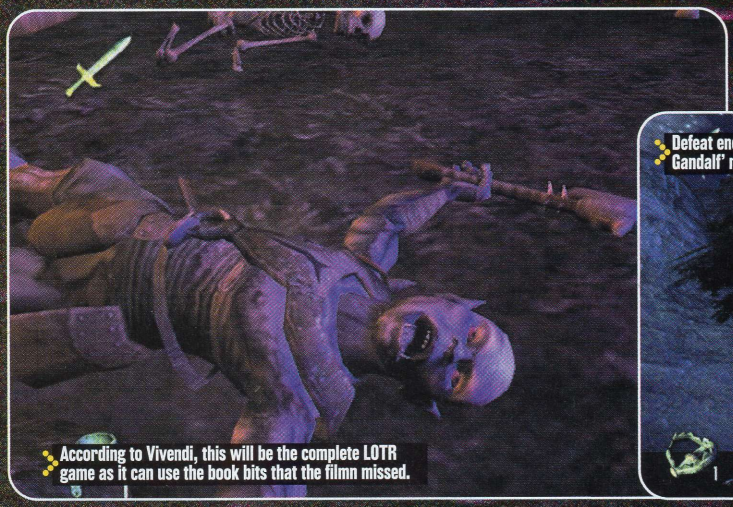
We've got the latest on Universal Studios' *The Lord of the Rings* games (they've got the book licence, EA have the film, remember?) for GBA and Xbox.

Xbox's *The Fellowship of the Ring* is a third-person actioner like *Zelda*, where you use the skills of Frodo, Aragorn and Gandalf to evade danger.

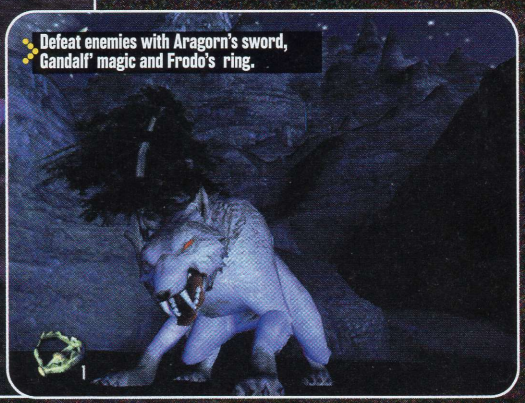
GBA's *The Lord of the Rings: Part One* is an RPG where you control all nine of the Fellowship, using their skills to fight and solve puzzles. Up to 30 hours of play are promised, and it takes you half way through the second book, *Two Towers*.

Neither are due for completion until November, but we'll keep you posted on their progress.

▲ Gandalf warns Frodo about The Ring's powers. , if you use it too much you'll be caught by Sarum. So don't.



According to Vivendi, this will be the complete LOTR game as it can use the book bits that the filmn missed.



Defeat enemies with Aragorn's sword, Gandalf' magic and Frodo's ring.

TEKKEN AND STATE OF EMERGENCY MOVIES ON THE WAY

SILKY SKILLS!

Latest on Pro Evo 2!

2002 will be a top year for football. There's one of the closest Premiership races yet, the World Cup and, best of all, another instalment of the greatest football franchise ever – the mighty *Pro Evolution*!

Konami recently revealed new details on *Winning Eleven 6*, which will be out in Japan in April. This will then have a PAL conversion, a name change to *Pro Evolution Soccer 2* and should be out for UK gamers by autumn.

While it's hard to think where the game could be improved, the developers have concentrated on physics off the ball and, oddly, the quality of shirts! Also, thanks to an agreement with the Argentina football authorities, all Argentine footballers will have their correct names.

Sadly, there's still no online mode, which is just as well as we've no PS2 hard drive yet. Maybe no. 3?

▲ Expect more top footy action.

▲ Look at the quality of those shirts!

HANDHELD CLONES PREPARE TO STIKE!

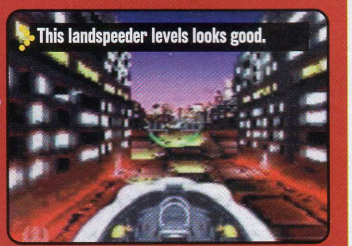
Feel the Force!

THQ have just announced they're to release the first GBA title to follow the storyline of *Star Wars: Epsiode 2 Attack of the Clones*.

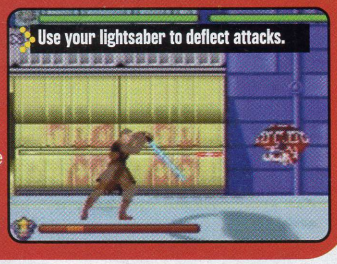
Launching with the film on 16 May, you play as Obi Wan Kenobi, Anakin Skywalker or Mace Windu, battling against the likes of Jango Fett and Count dooku, both upcoming villains.

Naturally, you get to wield yer trusty Lightsabe, and tackle 3D scrolling sections with Republic fighters and land speeders.

Not only that, but there's some pretty cool space combat levels as well as a smattering of 2D bash'em up zones to cross – reminds us of *Super Star Wars* on the SNES. Here's hoping the tiny cart lives up to the legacy!



This landspeeder levels looks good.



Use your lightsaber to deflect attacks.

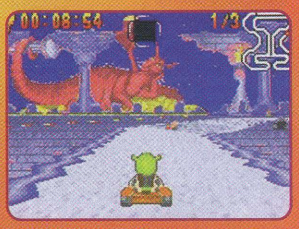
SCANDAL MONGER

IT'S A CON... CEPT

Sony have revealed the UK version of *GT Concept* will be called *Gran Turismo Next*, but still haven't confirmed a release date. This update will have only one new track, but will include concept cars from Europe and other motors from the Tokyo Motor Show. One for the *GT* hardcore we-thinks.

SHREK IT OUT!

That loveable lump of green Shrek will be gracing GBA very soon and, get this: in his own mini-kart racer! All your fave characters from the movie, such as Donkey and Lord Farquaad, will be in and ready to scoot.



▲ It's Mario Kart with a green ogre!

WHOLE LOTTA POTTER

Hands up who loved the *Harry Potter* PSone game? Well there's good news for both of you, as EA have started work on a game for the second film, *Harry Potter and the Chamber of Secrets*. So far the only consoles confirmed are PSone and PS2 – which will be Harry's next-gen debut!

BOX OF STEEL

Infogrames and developers Circus Freaks Studios are to bring the son of Krypton to Xbox in the third person action game *Superman: The Man Of Steel*. Hopefully this adventure will erase all memories of the pure evil that was *Superman* on N64.

▲ The Man of Steel flies on to Xbox.

ILLUMINATING

Rumours abound that Nintendo might be developing an even more advanced GBA. The Game Boy Advance Plus won't have any extra capability but will have a back lit screen and contrast control. While there's still no confirmation of it, the fact that the GBA price has been dropped in the US does leave the way open for pricier updates to be released. Crumbs!

SHIGSY SAYS!

Mario's dad gabs to us about GameCube!

Shigeru Miyamoto been to London to spill the beans on everything GameCube and apologise for the late UK launch. We were on hand to hear the man who made Mario. If you're getting a GC on 3 May, read this carefully!

Shigsy on the late European GameCube release!

"I'm sorry we are late! We delayed the launch from March to prepare the right amount of consoles for launch. We'll launch the orange GameCube here soon, and introduce more colours later on."

GM Says: Okay, we forgive you. Just give us *Mario Sunshine* for Chrimbo!

Shigsy on the great *Zelda* cel shading debate!

"I find the internet discussions interesting. Talking about games is part of the gameplay these days. I listen to people's opinions, but a realistic *Zelda* would cause problems."

GM Says: He's right you know. If *Zelda* plays well, who really cares about how the thing looks? Trust this man.

Shigsy on online gaming for GC!

"The trouble is, you can't easily move on to your next project after creating a single online game. You have to watch its progress and maintain it."

GM Says: Don't expect a *Mario* game to be online any time soon.

Shigsy on *Mario Kart* on GC!

"This is one of the titles that occupies my time the most. After a series of meetings, we have almost settled on *Mario Kart* GC's direction. Expect drastic changes from past games. We are hopeful we'll introduce it in early 2003."

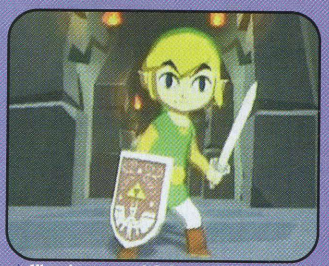
GM Says: 'Drastic changes?' No! Steady on Shigs! Don't go too mad changing one of the finest racers ever.

Ninty's New Arcade Board!

Nintendo recently confirmed rumours that they've created an arcade board based on GC's innards, called the Triforce. We found out more...

Shigsy Says: Triforce is a printed circuit board for arcade machines – a joint effort between Nintendo, Namco and Sega. It's not just Nintendo, Sega and Namco who'll be making Triforce games, though. Capcom and others will be making them too.

GM Says: GameCube owners might be the first gamers to see *Sega Rally 3* in their home. And as for Namco, future *Tekken* games could well use the board. Remember, a System 22 PlayStation board was used for the original *Tekken*.



▲ Ninty have named their new coin-op board after the Triforce symbol from the *Zelda* series.

STOP PRESS! *ALIENS VERSUS PREDATOR* HEADING TO XBOX!

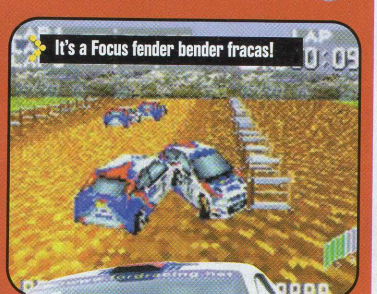
MINIATURE MCRAE!

Ageing racer shrunk!

Looks like the flying Scotsman is all set to make his handheld debut as Ubi Soft reveal the first ever shots of *Colin McRae 2.0* for GBA.

Based on the PSone version, their game boasts a reported 36 tracks for you to choose from, with up to eight licensed cars thrown in as well. Along with that, you also get a four-player link-up feature, allowing for those crazy head-to-head type races.

Due out in June, we're hopeful that there'll be the same trademark slippy-slidey action that defined the PSone outings so brilliantly. Either way, it's sure to be a muddy competition as *V-Rally 3* will appear alongside Mr McRae at the start line, too. Check out these early screens for the lowdown.



▲ Will the four player mode be as good as that in *Mario Kart: Super Circuit*?

BEST 4 LESS!

All that glitters isn't gold!

Finally, finally, *finally*! A Platinum Range for PS2. After the Japanese and Amercians have been enjoying discounted games for the last few months, it's been announced that the UK is to get the first of a new range of cheaper, older titles too. And about flippin' time!

But enough of that. You wanna know what the line-up is, don't you? Well, check this for a surprise or two:

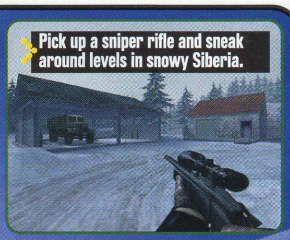
Gran Turismo 3: A-Spec
Tekken Tag Tournament
Dead or Alive 2
Crazy Taxi
TimeSplitters
Formula 1 2001
Red Faction
Oni
Star Wars: Starfighter

▲ All these lovelies for £20 each? Forget that new CD and get a load of *Gran Turismo 3* instead. You'll love it.

Given the quality of this list, there shouldn't be anything you don't already own. But if there is, go and stock up now!

Blast away the evil HARM forces with your automatic weapons.

NO ONE LIVES FOREVER 2


Pick up a sniper rifle and sneak around levels in snowy Siberia.

The camp cold war returns!

Cast your eyes on the first ever shots of the sequel to Vivendi's *Austin Powers*-style FPS.

UNITY operative Cate Archer again stars in this camp espionage PC shooter as she battles the evil HARM.

For this sequel the developers have listened to the gripes of fans of the first game and made a few tweaks. For starters, players can lean round corners, which will help in stealth and evasion missions. Also, light bulbs can unscrew, so players can evade detection in the shadows.

Travel from Siberia to Japan as Cate attempts to prevent WW3 with automatic weapons, ninjas stars and a lip-stick sized camera. She's just so chic.

Of course, if you don't want to be sneaky then you can go in all guns blazing. The choice is yours.

MINE'S A YAGER!

THQ's new sci-fi stunner!

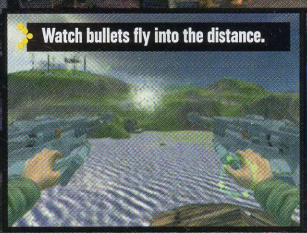
Xbox owners may not have *Star Wars: Rogue Leader* to exercise their thumbs with, but THQ could offer them a serious alternative with *Yager* – a great looking sci-fi blaster.

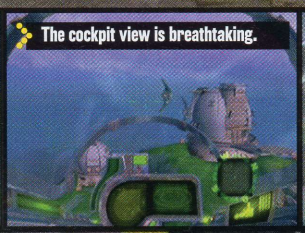
Playing as Magnus Tide, a freelance fighter pilot, you jump into a cool jet and get involved in some huge dogfights. The main fighter plane in *Yager* is a small, futuristic spacecraft kitted out with a range of weaponry, and capable of hovering amid all sorts of other high-risk aerial maneouvres.

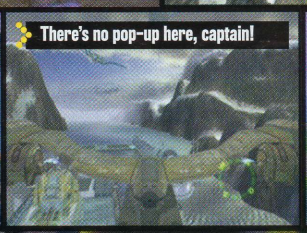
But there's more to *Yager* than just straightforward dogfighting. You could also find yourself working undercover in an enemy's craft or controlling a massive gun turret on the wing of a completely different ship to your own.

The Xbox version of *Yager*, which is expected to be a single-player only game, should be ready for a UK release during May 2002. PC owners, on the other hand, can look forward to an updated version – complete with online and multi-player options – before the end of the year.

Tropical scenes give way to arctic levels with dangerous mountains and sweeping snow weather effects.


Watch bullets fly into the distance.

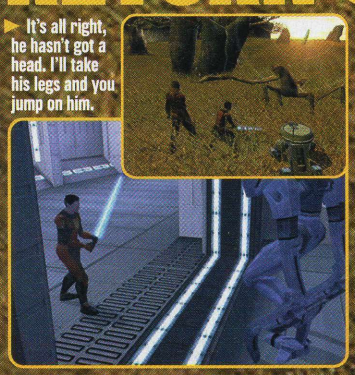

The cockpit view is breathtaking.


There's no pop-up here, captain!

You can land anywhere, Harrier-style.

STOP PRESS! *VIRTUA FIGHTER 4* FOR XBOX '02 RUMOURED!

RETURN OF THE JEDI KNIGHTS


It's all right, he hasn't got a head. I'll take his legs and you jump on him.

▲ Is this the right place for Lightsaber training?

Jedi RPG action for Xbox!

Following on from *Star Wars Jedi Starfighter* and *Obi-Wan*, LucasArts have revealed a new *Star Wars* RPG project that's heading for Xbox and PC called *Star Wars: Knights of the Old Republic*.

Set 4000 years before the original *Star Wars* film, you can play as a three-strong team of warriors, including Jedi Knights of the Republic.

There are thousands of Jedi Knights across the Star Wars universe who make up the Knights of the Republic. And, in a novel RPG touch, you can command up to three characters at once, including Wookiees and droids.

Minigames see you having to pilot swoop bikes, while gun turrets serve to break up the exploration of levels such as Skywalker's homeland Tatooine and the Jedi Academy, *Shenmue*-style.

Fingers crossed, this should be better than *Obi-Wan*. Let's hope that Activision learn to use the power of the Force well!

SCANDAL MONGER

SLOW STARTER

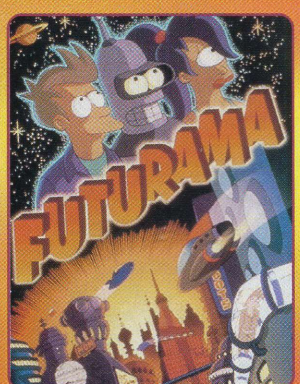
With Xbox being so powerful and having such a grand launch line-up, we thought the Japanese would snap it up. But since its launch on 22 Feb, progress has been slow, with only 123,000 units selling from 250,000 shipped. Topping the list of games sold however, are *Genma Onimusha* and *DOA3*. When people see its power, we're sure it'll catch on.

LOCK 'N' LOAD PT 3

Rumours are starting to surface regarding the port of Namco's *Crisis Zone*, the third outing of the *Time Crisis* series. This time, there's more than a nod to Sega's *Gunblade NY*, as you'll be in charge of a HK MP5K and a shield. The HK is a powerful gun so, rather than pinpoint accuracy, it's more a case of wasting everything in sight, while ducking behind your shield when necessary. Bring it on.

FUTURAMA: THE GAME

Matt Groening's top 'toon *Futurama* is coming to GameCube, PS2 and Xbox in 2003. The futuristic cartoon from the creator of *The Simpsons* stars a pizza delivery guy called Fry. The game sounds just like the cartoon, as you can play as the three main stars and go on an adventure (the story is written by one of *Futurama*'s scriptwriters) around the galaxy. Let's hope it will be better than some of the poorer *The Simpsons* games.



▲ Intergalactic pizza action – *incoming!*

CAR THIEVES AHOY!

Rockstar are rumoured to be working on two new versions of *GTA* are due. *GTA 3: Miami* is an add-on that should appear at Christmas this year, along the lines of *GTA: London*. *GTA 4* is the true sequel listed for spring of 2003. No other details are available, but you know what the MO is: lots and lots of violence!

SUPER MODELLISTA!

>> New Capcom car-toon shots

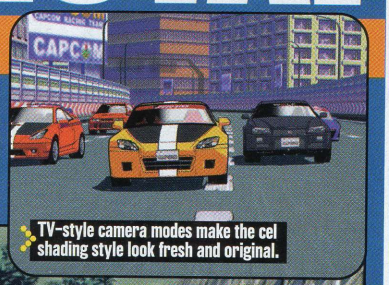
Cast your minces over these incredible new screens from Capcom's upcoming *Auto Modellista* on PS2 and you'll immediately grasp why it's one of our most wanted games.

A cel shaded arcade racer might not sound great but it looks very cool. You don't just feel the speed – you *see* it. Speed lines streak from your car and you powerslide with over-the-top cartoony effects.

All the cars are real-world ones from Japanese maufacturers, and they're fully customisable so you can make you motor truly unique. The game will also be online, in Japan, at least.

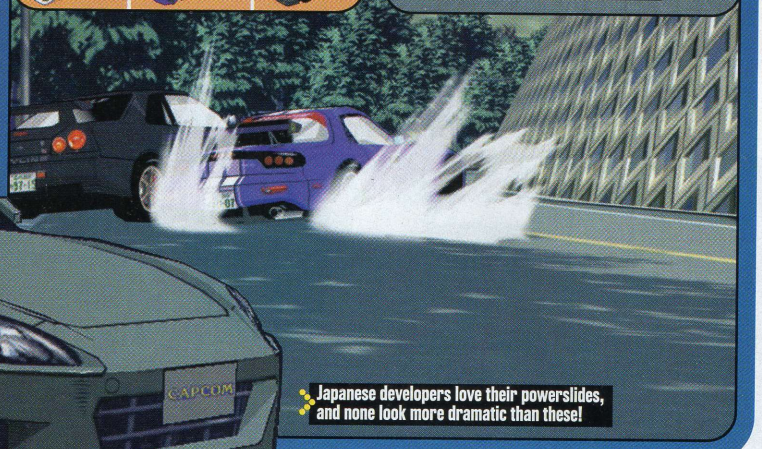
Capcom aren't exactly known for their driving games. But in a recent video of this game shown to GM, it made the *Turismo* look just ever so slightly sensible. Release is set for the end of the year. More news as soon as we get it.

The menu screens make the cars look like dinky Matchbox toys. Which do you want?



TV-style camera modes make the cel shading style look fresh and original.

The cartoon cars still feature real logos and look just like the real thing.



Japanese developers love their powerslides, and none look more dramatic than these!

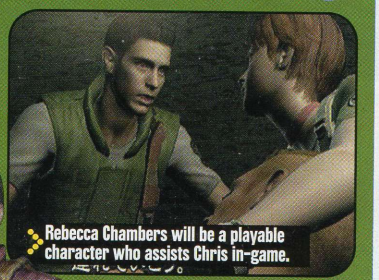
STOP PRESS! *RAINBOW SIX: RAVEN SHIELD* CONFIRMED FOR XBOX RELEASE!

RESIDENT EVIL – BARRY'S BACK?

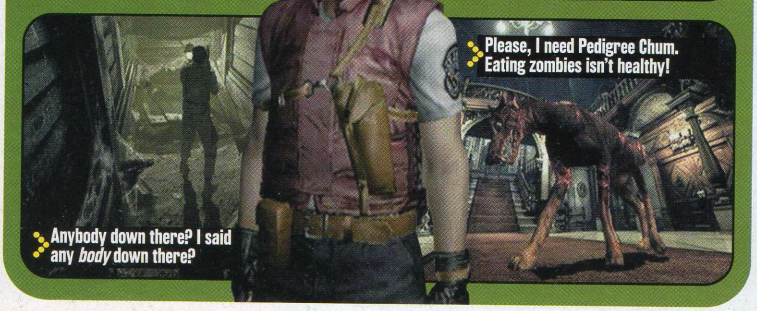
>> Brand new character shots!

In the latest of a long line of *Resi Evil* updates, we've unearthed new character shots that detail Chris and Rebecca tending an injured S.T.A.R.S. member, as well as some models of someone who looks suspiciously like Barry Burton. Sure, the beard's thinner and he may have a lost a little weight (through fright, no doubt) but it looks the image of him.

Slowly but surely, all the ingredients that made the original such horrific fun are resurfacing. We'll be playing a finished version very, very soon. Full, blood-soaked post-mortem next issue!



Rebecca Chambers will be a playable character who assists Chris in-game.



Please, I need Pedigree Chum. Eating zombies isn't healthy!

Anybody down there? I said any *body* down there?

GET PAID TO PLAY!

>> Wanted: games journalists!

You've just spent the last hour flicking through the magazine you hold in your hands.

You've enjoyed its reviews, expert analysis, news, tips and guides. And did you think, 'I could do that!' If so, then you're the type of person we're looking for!

Future Publishing, makers of GamesMaster, are looking for new writers for a range of games mags. We're after people who can crack the latest games in a nano-second, write sparkling text, know their *Kingdom Hearts* from their *Turok: Evolution*, finish *Metal Gear Solid 2* on Extreme mode and know that *Dynasty Warriors 3*'s called *Shin Sangoku Musou 2* in Japan. (Okay, we'll let you off that last one).

You'll be 18 or over, you will have completed your A-levels or Highers, and be desperate for a job in games journalism. Note: this is *not* a request for reader reviews; it's a search for those who think they can make it as a games journalist, writing about games, tipping them and living them. If you that's you, send a 250 word review of the last game you played (telling us its best secret) and send it, your name, address and phone number to:

Give Me A Job!,
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Future Publishing,
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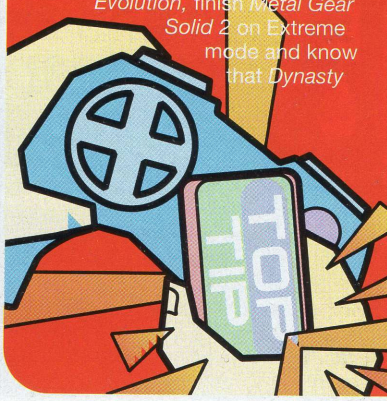
Bath, BA1 2BW.

If you want to e-mail us your words, send them to:
games_journo@hotmail.com,
marked **'Give Me A Job!'**. We can't write to everyone who applies, but keep an eye on that letter box!



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CHARTS

Want to know what titles are flying off the shelves of your local games shop? Find out with the only chart that counts!

Software charts compiled by ChartTrack, ©1999 ELSPA (UK) Ltd.
www.elspa.com

UK TOP 20 GAMES CHART

ChartTrack
GM uses the ChartTrack chart – the only chart officially recognised by the UK software industry. Get the full 20 in GM every month! It's the only chart that counts!

NO.	GAME	WHAT'S IT ALL ABOUT?		PUBLISHER	PREVIOUSPOSITIONS Last week	2 weeks ago	3 weeks ago	Weeks on chart
1	Medal of Honor: Allied Assault	Play with your privates in this superb World War 2 shooter.	PC	EA	New Entry			1
2	Monsters, Inc.	Disney's latest cinema smash is just as popular in videogame form.	GBA, PS2, PS, GBC	Sony/THQ	1	4	-	3
3	Grand Theft Auto 3	Steal cars and mess with the mafia in this cracking crim-sim.	PS2	Take 2	2	1	1	17
4	Legends of Wrestling	Wrestle with all your favourite Lycra-clad heroes of the past.	PS2	Acclaim	New Entry			1
5	Max Payne	Taste the Payne in this great first-person blaster for PC and PS2.	PS2, PC	Take 2	3	2	2	21
6	Wipeout Fusion	PS2 gets a dose of futuristic fizz in this high-octane racer.	PS2	Sony	5	-	-	2
7	Harry Potter: Philosopher's Stone	People are still going potty for the Potter magic on multi formats.	GBA, PC, PS, GBC	EA	4	3	3	14
8	Ace Combat: Distant Thunder	Blow away some big time bogies in Namco's ace flight sim.	PS2	Sony	6	-	-	2
9	Tony Hawk's Pro Skater 3	More top Tony action for all you super-cool skate fans out there.	PS2, PS, GBC	Activision	8	8	6	10
10	FIFA 2002	The unstoppable footy game spends its fourth month in the charts.	PS2, PS, PC	EA	7	5	4	16
11	The Sims: Hot Date	Learn how to impress the laydeez while playing on your PC.	PC	EA	12	11	9	13
12	Pro Evolution Soccer	The best footy game in the world falls just short of the top 10.	PS2, PS	Konami	11	9	7	13
13	007: Agent Under Fire	James Bond – shaking but not stirring the charts at number 13.	PS2	EA	10	6	5	12
14	Salt Lake 2002	Realise your dream of being Britain's next Eddie the Eagle.	PS2, PC, GBA	Eidos/Ubi Soft	-	35	32	3
15	Rayman M	The limbless wonder brings us some multi-player madness.	PS2, PC	Ubi Soft	16	38	-	6
16	Grand Theft Auto 2	More *Grand Theft Auto*! But this time with crappy graphics.	PC, PS, GBC	Take 2	19	27	29	69
17	The Sims	It's a bit old now, but this classic Sims game is still going strong.	PC	EA	31	32	31	92
18	London Racer	Short-lived racing game based around the streets of London.	PS, PC	Davilex	24	35	23	25
19	Dave Mirra: Freestyle BMX 2	Become a bona fide BMX Bandit in this stunt-filled biking game.	PS2, GBA	Acclaim	14	12	24	10
20	Crazy Taxi	The mad cab racer keeps on clocking up the sales on PS2 and DC.	PS2, DC	Sega	15	10	10	25

US CHARTS

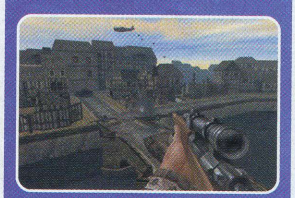
It's just like the olden days, with Sonic and Mario battling it out for the number one spot! The fat plumber wins this round, but Sonic will be back soon on GameCube.

US CHARTS

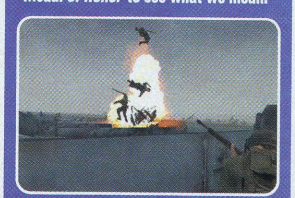
No.	Game	Format
1	Super Mario World	GBA
2	Sonic Advance	GBA
3	Madden 2002	PS2
4	NBA 2K2	PS2
5	Gran Turismo 3	PS2
6	Ace Combat 4	PS2
7	Project Gotham Racing	Xbox
8	Harry Potter	GBC
9	Jak and Daxter	PS2
10	High Heat Baseball 2003	PS2

HONORABLE!

It's been a while since a PC game hit the top of the charts, but the new *Medal of Honor* changes all that. And what a game it is! Set during the Second World War, it features some of the most realistic war scenes ever.



▲ War: what is it good for? Videogames, thats what. Just play *Medal of Honor* to see what we mean.



▲ Blink and you'd think you were watching *Saving Private Ryan*. The D-Day levels really are incredible.

LEGENDARY!

No wonder *Legends of Wrestling* is riding so high in the charts! Not only does it let you grapple as old faves such as Hulk Hogan and The Legion of Doom, it also gives you the chance to match them up against Rob Van Dam.

▲ Jimmy Snuka and Greg Valentine are a pair of real wrestling superstars – just check out those designer mullets.

▲ King Kong Bundy and One Man Gang – their combined thigh circumference was once recorded at 382 inches!

OUTSTANDING!

The *Wipeout* games were a huge success for Sony in the past, but will they be as popular on PS2? Number six is a healthy placing for a new entry and, although the *Wipeout* series has seen better days, *Fusion* is great!

▲ With its stunning graphics *Wipeout* was the game that made PlayStation cool. *Fusion* is even better looking.

▲ *Wipeout* games may not be as popular as they used to be, but they're essential for fans of futuristic racers.

JAPAN CHARTS

This month's Japanese chart is dominated by PS2 games, with Sega's *Virtua Fighter 4* topping the pile. It also looks as if Nintendo need some new games to revive the GameCube.

JAP CHARTS

No.	Game	Format
1	Virtua Fighter 4	PS2
2	Grandia Xtreme	PS2
3	Final Fantasy 10 Int'l	PS2
4	Tales of Fandom Vol.1	PS
5	Romance of 3 Kingdoms 8	PS2
6	La Pucelle	PS2
7	Super Mario Advance 2	GBA
8	Groove Adventure Rave	PS
9	Animal Forest +	GC
10	Super Smash Bros. DX	GC

COMING SOON

Each month GamesMaster brings you the most up-to-date release schedule around so you can find out exactly what's on the horizon for your chosen format.

MARCH

22nd	DIGGLES: THE MYTH OF FENRIS	Infogrames	NONE	PC
22nd	GENMA ONIMUSHA	Capcom	NONE	XBOX
22nd	ICO	Sony	NONE	PS2
22nd	JADE COCOON 2	Ubi Soft	NONE	PS2
22nd	KNOCKOUT KINGS 2002	EA	NONE	PS2
22nd	TEST DRIVE OFF-ROAD: WIDE OPEN	Infogrames	NONE	XBOX
22nd	RAINBOW SIX: ROGUE SPEAR	Ubi Soft	NONE	GBA
22nd	SCOOTER RACING	Ubi Soft	NONE	PS
22nd	SHIFTERS	3DO	NONE	PS2
22nd	STAR WARS: JEDI STARFIGHTER	LucasArts	NONE	PS2
22nd	THE SIMPSONS ROAD RAGE	EA	NONE	XBOX
22nd	MAX PAYNE	Take 2	NONE	XBOX
22nd	TONKA MONSTER TRUCK	Infogrames	NONE	PC
22nd	TONKA MONSTER TRUCK	Infogrames	NONE	PS2
22nd	WRECKLESS	Activision	NONE	XBOX
22nd	XBLADEX: IN-LINE SKATER	Ubi Soft	NONE	GBA
22nd	XBLADEX: IN-LINE SKATER	Ubi Soft	NONE	PS
28th	ARCTIC THUNDER	Midway	NONE	XBOX
28th	ARMY MEN: OPERATION GREEN	3DO	NONE	GBA
28th	CUBIX – CLASH 'N' BASH	3DO	NONE	GBA
28th	CUBIX – RACE'N ROBOTS	3DO	NONE	GBC
28th	FILA DECATHLON	THQ	NONE	GBA
28th	HEROES OF MIGHT AND MAGIC 4	3DO	NONE	PC
28th	HIGH HEAT MAJOR LEAGUE BASEBALL '03	3DO	NONE	PC
28th	HIGH HEAT MAJOR LEAGUE BASEBALL '03	3DO	NONE	PS2
28th	JONNY MOSELEY MAD TRIX	3DO	NONE	GBA
28th	MIGHT AND MAGIC 9	3DO	NONE	PC
28th	STAR WARS JEDI KNIGHT 2: JEDI OUTCAST	LucasArts	NONE	PC
28th	STAR WARS: OBI-WAN	LucasArts	NONE	XBOX
28th	TONY HAWK'S PRO SKATER 3	Activision	NONE	GBA
28th	TONY HAWK'S PRO SKATER 3	Activision	NONE	PC
28th	TOP ANGLER	Xicat	NONE	PS2
29th	DEUS EX	Eidos	NONE	PS2
29th	ALEX FERGUSON'S PLAYER MANAGER '02	Ubi Soft	NONE	PS
29th	BATMAN: VENGEANCE	Ubi Soft	NONE	XBOX
29th	GLOBAL OPS	EA	NONE	PC
29th	CEL DAMAGE	EA	NONE	XBOX
29th	CHESSMASTER	Ubi Soft	NONE	GBA
29th	BROKEN SWORD: THE TEMPLARS	Bam!	NONE	GBA
29th	CONFLICT ZONE	Ubi Soft	NONE	PS2
29th	DESTROYER COMMAND	Ubi Soft	NONE	PC
29th	ET: AWAY FROM HOME	Ubi Soft	NONE	PC
29th	ET: LOGICAL ADVENTURE	Ubi Soft	NONE	PC
29th	ET: THE EXTRA TERRESTRIAL	Ubi Soft	NONE	GBA
29th	ET: THE EXTRA TERRESTRIAL	Ubi Soft	NONE	GBC
29th	ET: THE EXTRA TERRESTRIAL	Ubi Soft	NONE	PC
29th	ET: INTERPLANETARY MISSION	Ubi Soft	NONE	PC
29th	ET: INTERPLANETARY MISSION	Ubi Soft	NONE	PS
29th	EUROPA UNIVERSALS 2	Ubi Soft	NONE	PC
29th	EVERQUEST PLATINUM PACK	Ubi Soft	NONE	PC
29th	GRANDIA 2	Ubi Soft	NONE	PC
29th	GRANDIA 2	Ubi Soft	NONE	PS2
29th	INVADER	Xicat	NONE	GBA
29th	JANE'S ATTACK SQUADRON	Xicat	NONE	PC
29th	JET ION GP	Ubi Soft	NONE	PS2
29th	JET SET RADIO FUTURE	Sega	NONE	XBOX
29th	KLONOA: EMPIRE OF DREAMS	Infogrames	NONE	GBA
29th	KNOCKOUT KINGS 2002	EA	NONE	XBOX
29th	MEGARACE 3	Cryo	NONE	PC
29th	MEGARACE 3	Cryo	NONE	PS2
29th	PENNY RACERS	Xicat	NONE	GBA
29th	PRO RALLY 2002	Ubi Soft	NONE	PS2
29th	PRYZM CHAPTER ONE: DARK UNICORN	TDK	NONE	PS2
29th	SCRABBLE	Ubi Soft	NONE	GBA
29th	SHREK	TDK	NONE	XBOX
29th	SHREK SWAMP KART SPEEDWAY	TDK	NONE	GBA
29th	SLED STORM 2	EA	NONE	PS2
29th	TEKKEN ADVANCE	Infogrames	NONE	GBA
29th	TOM & JERRY: FISTS OF FURY	Ubi Soft	NONE	PC
29th	GHOST RECON MISSION PACK	Ubi Soft	NONE	PC
29th	GHOST RECON COLLECTOR'S EDITION	Ubi Soft	NONE	PC
29th	TOM CLANCY'S ROGUE SPEAR	Ubi Soft	NONE	GBA
29th	TRAIN AND TRUCKS TYCOON	Ubi Soft	NONE	PC
29th	WARLORDS BATTLECRY 2	Ubi Soft	NONE	PC
29th	WORMS BLAST	Ubi Soft	NONE	PS2
29th	LEGACY OF KAIN: BLOOD OMEN 2	Eidos	NONE	PS2
29th	SHADOW HEARTS	Midway	NONE	PS2
30th	MASTER RALLYE	Microids	NONE	PS2
30th	OPEN KART	Microids	NONE	PS2
30th	TENNIS MASTER SERIES	Microids	NONE	PS2
TBC	RIDERS	Infogrames	NONE	PS2
TBC	4X4 EVO 2	Take 2	NONE	XBOX
TBC	DESPERADOS MISSION PACK	Infogrames	NONE	PC
TBC	DISNEY'S PETER PAN	Sony	NONE	PS2
TBC	DYNASTY WARRIORS 3	THQ	NONE	PS2
TBC	ET: COSMIC GARDEN	Ubi Soft	NONE	GBC
TBC	ET: ESCAPE FROM PLANET EARTH	Ubi Soft	NONE	GBC
TBC	ET: RETURN TO THE GREEN PLANET	Ubi Soft	NONE	PS2
TBC	F1 RACING CHAMPIONSHIP 2	Ubi Soft	NONE	GBC
TBC	F1 RACING CHAMPIONSHIP 2	Ubi Soft	NONE	PC
TBC	F1 RACING CHAMPIONSHIP 2	Ubi Soft	NONE	PS
TBC	F1 RACING CHAMPIONSHIP 2	Ubi Soft	NONE	PS2
TBC	HALCYON SUN	Singularity	NONE	PC
TBC	MOSQUITO SQUADRON	Just Flight	NONE	PC
TBC	NECROCIDE: THE DEAD MUST DIE	Novalogic	NONE	PC
TBC	NEW WORLD ORDER	Project 3	NONE	PC
TBC	PLAYMOBIL HYPE	Ubi Soft	NONE	PS
TBC	SPACE CHANNEL 5	Sega	NONE	PS2
TBC	USA RACER	Koch	NONE	PS
TBC	VILLENEUVE	Ubi Soft	NONE	PS2
TBC	XTREME AIR RACING	Just Flight	NONE	PC
TBC	CRASH BANDICOOT: WRATH OF CORTEX	Vivendi	NONE	XBOX

APRIL

5th	ALIENS: COLONIAL MARINES	EA	NONE	PS2
5th	BATTLEFIELD 1942	EA	NONE	PC
5th	BLENDER BROTHERS	Infogrames	NONE	GBA
5th	NBA STREET	EA	NONE	PC
5th	NEED FOR SPEED: HOT PURSUIT 2	EA	NONE	PS2
5th	PUYO POP	Sega	NONE	GBA
5th	THE SIMS ON HOLIDAY	EA	NONE	PC
5th	TIGER WOODS PGA TOUR 2002	EA	NONE	PS2
5th	TGV TRAIN SIM PACK	Just Flight	NONE	PC
19th	BUFFY THE VAMPIRE SLAYER	Fox	NONE	XBOX
19th	HARVEST MOON	Ubi Soft	NONE	GBA
19th	LEGEND OF ALON D'AR	Ubi Soft	NONE	PS2
19th	MASTER OF ORION 3	Infogrames	NONE	PC
19th	TEST DRIVE OVERDRIVE	Infogrames	NONE	PS2
19th	VIP	Ubi Soft	NONE	PS2
22nd	TRANSWORLD SURF	Infogrames	NONE	PS2
26th	ICE AGE	Ubi Soft	NONE	GBA
26th	MIKE TYSON HEAVYWEIGHT BOXING	Codemasters	NONE	PS2
26th	MIKE TYSON HEAVYWEIGHT BOXING	Codemasters	NONE	XBOX
26th	MUPPET PINBALL	Ubi Soft	NONE	GBA
26th	DRAKAN: THE ANCIENT GATES	Sony	NONE	PS2
TBC	BRITNEY'S DANCE BEAT	THQ	NONE	PS2
TBC	ISS 2	Konami	NONE	PS2
TBC	LMA MANAGER 2002	Codemasters	NONE	PS2
TBC	SVEN GORAN ERIKSSON'S WC CHALLENGE	Anco	NONE	PC
TBC	SVEN GORAN ERIKSSON'S WC CHALLENGE	Anco	NONE	PS
TBC	SVEN GORAN ERIKSSON'S WC CHALLENGE	Anco	NONE	PS2
TBC	SVEN GORAN ERIKSSON'S WC MANAGER	Anco	NONE	PC
TBC	TEAM FACTOR	Singularity	NONE	PC
TBC	TRAIN SIM AMERICAN CLASSICS	Just Flight	NONE	PC

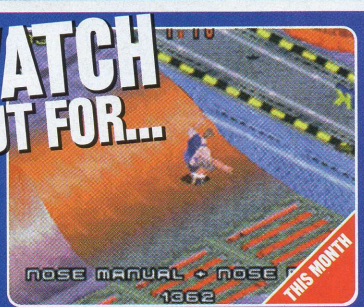
MAY

1st	DUNGEON SIEGE	Microsoft	NONE	PC
3rd	BURNOUT	Acclaim	NONE	GC
3rd	CRAZY TAXI	Acclaim	NONE	GC
3rd	DRIVEN	Bam!	NONE	GC
3rd	FIFA: ROAD TO THE WORLD CUP	EA	NONE	GC
3rd	LUIGI'S MANSION	Nintendo	NONE	GC
3rd	PINBALL DREAMS AND FANTASIES	Ubi Soft	NONE	GBA
3rd	SONIC ADVENTURE 2: BATTLE	Sega	NONE	GC
3rd	SPIDER-MAN: THE MOVIE	Activision	NONE	GBA
3rd	SPIDER-MAN: THE MOVIE	Activision	NONE	GC
3rd	SPIDER-MAN: THE MOVIE	Activision	NONE	PC
3rd	SPIDER-MAN: THE MOVIE	Activision	NONE	PS2
3rd	SPIDER-MAN: THE MOVIE	Activision	NONE	XBOX
3rd	STAR WARS: ROGUE LEADER	LucasArts	NONE	GC
3rd	TONY HAWK'S PRO SKATER 3	Activision	NONE	GC
3rd	UNIVESAL STUDIOS THEME PARK	Kemco	NONE	GC
3rd	WAVE RACE: BLUE STORM	Nintendo	NONE	GC
10th	CEL DAMAGE	EA	NONE	GC
10th	FREEDOM FORCE	EA	NONE	PC
17th	GEOFF CRAMMOND'S GRAND PRIX 4	Infogrames	NONE	PC
17th	SUPER SMASH BROS. MELEE	Nintendo	NONE	GC
17th	TEST DRIVE OVERDRIVE	Infogrames	NONE	XBOX
17th	WORMS WORLD PARTY	Ubi Soft	NONE	GBA
18th	ARMY MEN: RTS	3DO	NONE	PC
18th	ARMY MEN: RTS	3DO	NONE	PS2
24th	ALEX FERGUSON'S SOCCER MANAGER '02	Ubi Soft	NONE	GBA
31st	FREEKSTYLE	EA	NONE	PS2
31st	PREMIER MANAGER 2002	Infogrames	NONE	PS2
31st	TAZ: WANTED	Infogrames	NONE	PC
31st	TAZ: WANTED	Infogrames	NONE	PS2
31st	TAZ: WANTED	Infogrames	NONE	XBOX
31st	JIMMY WHITE'S CUEBALL WORLD	Virgin	NONE	PS2
TBC	ANOTHER WAR	Cenega	NONE	PC

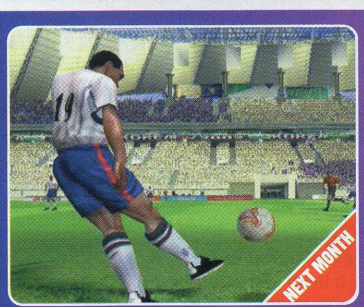
JUNE

7th	ANNO 1503	EA	NONE	PC
7th	GEOFF CRAMMOND'S GRAND PRIX 4	Infogrames	NONE	XBOX
14th	MEDAL OF HONOR: FRONTLINE	EA	NONE	PS2
14th	PIKMIN	Nintendo	NONE	GC
14th	SPEEDBALL 2	Infogrames	NONE	GBA
14th	SPEEDBALL 2: BRUTAL DELUXE	Crawfish	NONE	GBA
14th	SSX TRICKY	EA	NONE	GC
14th	UNREAL: EPISODE 2	Infogrames	NONE	PC
14th	V-RALLY 3	Infogrames	NONE	GBA
14th	V-RALLY 3	Infogrames	NONE	PS2
28th	MASTER OF ORION 3	Infogrames	NONE	PC
TBC	BONX RACERS	Ubi Soft	NONE	GBA
TBC	COLIN MCRAE RALLY 2.0	Ubi Soft	NONE	GBA
TBC	CONFLICT: DESERT STORM	SCi	NONE	PC
TBC	CONFLICT: DESERT STORM	SCi	NONE	PS2
TBC	CONFLICT: DESERT STORM	SCi	NONE	XBOX
TBC	COUNTER-STRIKE: CONDITION ZERO	Vivendi	NONE	PC
TBC	HIDDEN AND DANGEROUS 2	Take 2	NONE	PC
TBC	JUNGLE BOOK	Ubi Soft	NONE	GBA

WATCH OUT FOR...



TONY HAWK'S PRO SKATER 3
The king of skateboarding arrives on Game Boy Advance this month.



2002 FIFA WORLD CUP
Eat football, sleep football and play *FIFA World Cup* on your console.

SUPER MONKEY BALL
Sega's superb multi-player monkey-fest comes to Britain.

ONIMUSHA 2
Capcom's medieval slash-'em-up arrives on PS2 later this year.

PREVIEWS

p.22

ONIMUSHA 2
Capcom's Samurai survival horror epic's back and making the original game look like a B-Movie. GM flew to Las Vegas for an exclusive first go...

GAMES FIRST • THE NEWEST GAMES FIRST • THE NEWEST GAMES FIRST • THE NEWEST GAMES FIRST • THE NEWEST GAMES

OUT: NOVEMBER | FORMAT: GC | PRICE: TBC | DEVELOPER: BITS | PUBLISHER: VIVENDI UNIVERSAL | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0118 920 9100 | PLAYERS: 1-4

PREVIEWER

Tom East

Factpack
The stuff you need to know...

Levels	20
Cities	1
Weapons	20+
Best gun	M16

Die Hard Vendetta

SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME

Forget the whole ***Die Hard Trilogy*** thing, this looks like being **the best McClane game ever.** Could this be the game **to topple *Goldeneye*?**

Get ready to scream Yipee-kay-ay louder than Slipknot!

With *Perfect Dark 2* nowhere to be seen at the moment, *Die Hard Vendetta* could be GameCube's first answer to *Goldeneye*.

This first-person shooter is not based on any *Die Hard* film, and John McClane's voice-over is dodgier than a Saturday night kebab, but it takes some of the top scenes from the best action games of the past few years and drags them straight into the crime-ridden streets of LA.

Developers Bits Studios showed GM a few levels of McClane in action, shooting down baddies *Max Payne*-style and trying out some *Metal Gear* stealth tricks. First up was the stunning subway level, where McClane slips into a tramp's outfit and chats to drunks without being spotted by the mercenaries lurking around the corner.

Softography
These guys have also made...

R Type DX	89%
Alien 3	80%
Jet Riders	N/A
Wizards	N/A

HOSTAGE-TAKING

Now for the best bit: sneak up on the oblivious baddies, grab their leader by the throat and hold him hostage while nabbing all their guns. Eat that, Solid Snake!

The action is ramped up in the warehouse level. Sneak around blasting security cameras, then come face-to-face with the mercenaries who are trying to launch rockets on LA. Now it's time to grab your assault rifle, pop a few caps and watch the *Max Payne*-style special effects as the final bullet rips through the rotters.

... takes some of the top scenes from the best action games of the past few years...

Bits have assured us there are plenty of plot twists, and some old *Die Hard* characters from the movies will make an appearance too. Hans Gruber, come on down!

Faster than *Goldeneye*, *Die Hard Vendetta* looks fab, and it's not even released until at least November! With *Metroid Prime* and *Turok Evolution* also on the way, GC could be surprisingly decent for first-person shooters.

2002 FIFA WORLD CUP

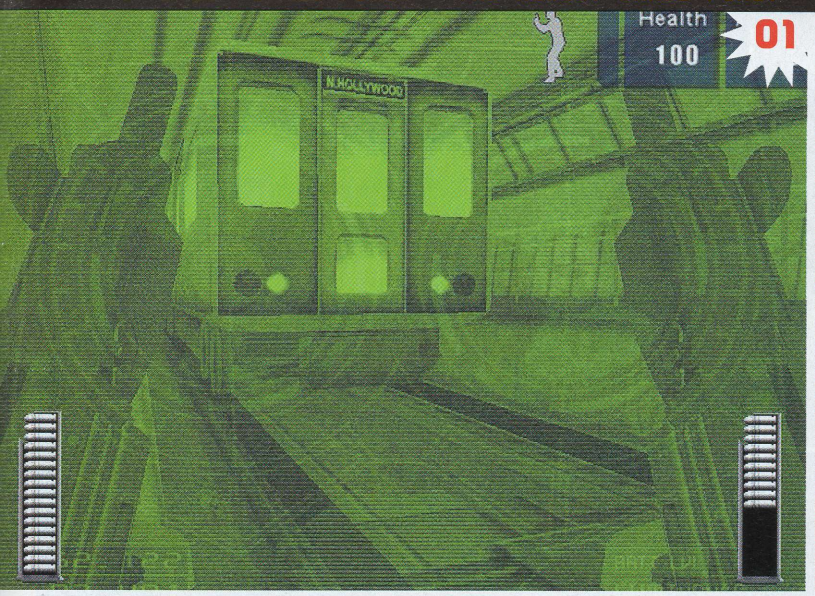
The World Cup's nearly here! And what's this? A brand new *FIFA*! Well, it would have been rude not to. Flip through to see the first silky screens.

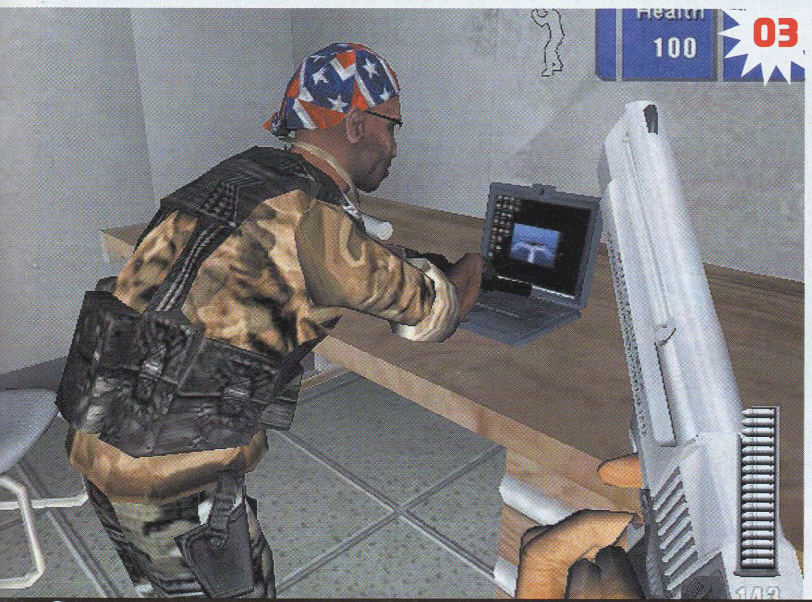
BRUCE LEE

The martial arts legend hits Xbox! (And doesn't even hurt his fist). We've played Brucey's scrolling beat-'em-up and haven't stopped making daft hi-ya noises.

PLUS!

LEGACY OF KAIN: BLOOD OMEN 2 30
THE THING 32
HITMAN 2: SILENT ASSASSIN 34
MALICE 36
GUN VALKYRIE 38
SPYRO: ENTER THE DRAGONFLY 40

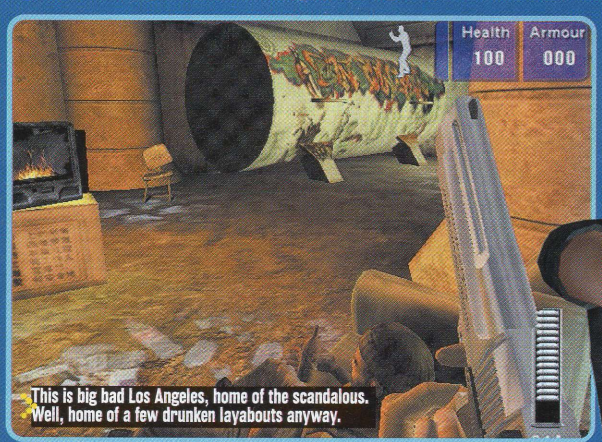


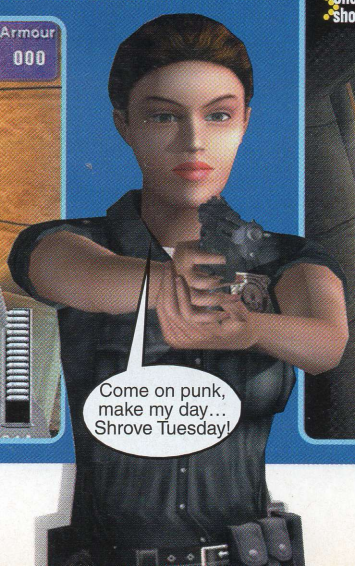


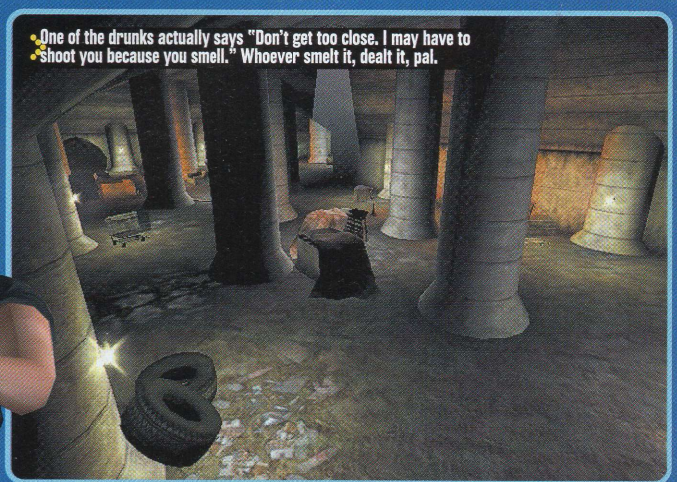
01 Stick on your night vision goggles and you'll be able to spot a train heading through the subway. There will be a timer showing you when the next train is coming, and you'll be a dead man if you don't hide in a hole in the floor. 02 You won't have anyone helping you out – as in the films, you're a true lone ranger. It's just you against the mercenaries. 03 What a great gun. You can even run around with one of these beauties in each hand later on in the game, John Woo-style. 04 See that rocket? These mercenaries are planning to launch it into LA. It's up to you to stop them. That M16 should help you out.

Getting in Character for Infiltrating the Tramps!

You can chat to all of the losers in the subway, but only when you've slipped on your tramp rags. Some of the guys will give you some useful information.

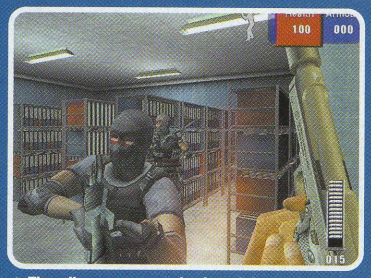






Everybody In the House C'mon!

At first it all seems calm as you sneak about in the warehouses, but it all goes mental when you finally get spotted. Luckily you can jump behind the gun placements and blast all of the baddies.



▲ That silencer on your pistol won't be much use now. If only you'd shot out all of the security cameras.

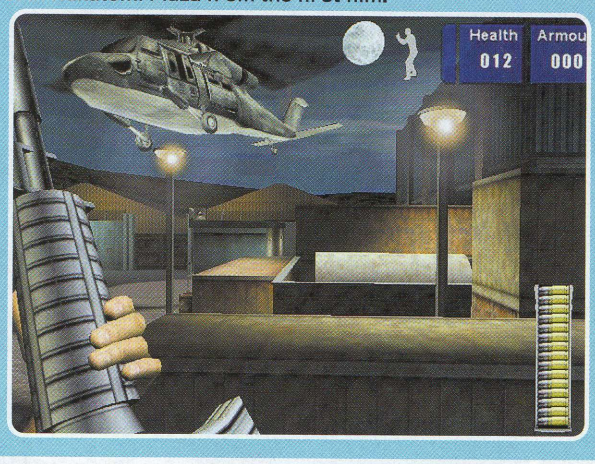
◀ As if mercenaries shooting you in the face wasn't bad enough, now some loud ass barking dogs try and chew out your eyeballs. Will this nightmare ever end?

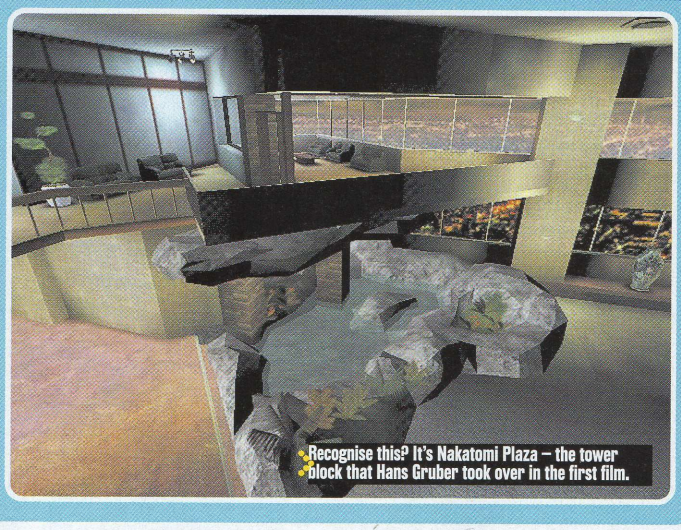
▶ Direct hit! If this is the killer bullet, you'll be treated to some *Max Payne* Bullet Time special effects. We like this.

Magic Movie Moments!

The story may not be directly based on any of the *Die Hard* films but it does look like some of these scenes have been razzed from the movies. It's rumoured that the last level will be set in Nakatomi Plaza from the first film.

▶ This looks like it's based on the final scene from the final McClane movie, *Die Hard with a Vengeance*. It's just like the bit where Jon McClane nails Simon Peter Gruber, the terrorist who broke into New York's federal reserve and nicked the cash.





Recognise this? It's Nakatomi Plaza – the tower block that Hans Gruber took over in the first film.

OUT: SUMMER | FORMAT: PC | PRICE: £30 | DEVELOPER: PIRANHA | PUBLISHER: VIVENDI UNIVERSAL | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0118 920 9100 | PLAYERS: TBC

Die Hard: Nakatomi plaza

McClane prepares to gun down Gruber's gang in a shooter based on the first film!

Extinguished!

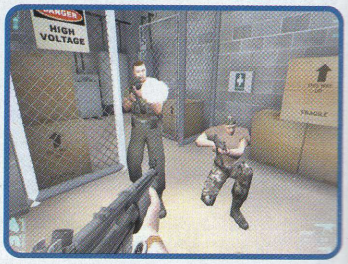
McClane uses real weapons based on those from the film. But it's not all bombs, pistols and machine guns y'know. Our hero also has to make imaginative use of Nakatomi Plaza's fire extinguishers. Surely nicking them isn't allowed. What if there's a real fire?

▲ He hasn't got his hands on a machine gun yet, so McClane takes on Gruber's gang with a fire extinguisher.

▲ Marvel as McClane works his way through his ever increasing arsenal of fire related safety equipment.

McClane has a Lara Croft-style run meter, so you can't leg it down the stairs or you'll run out of energy.

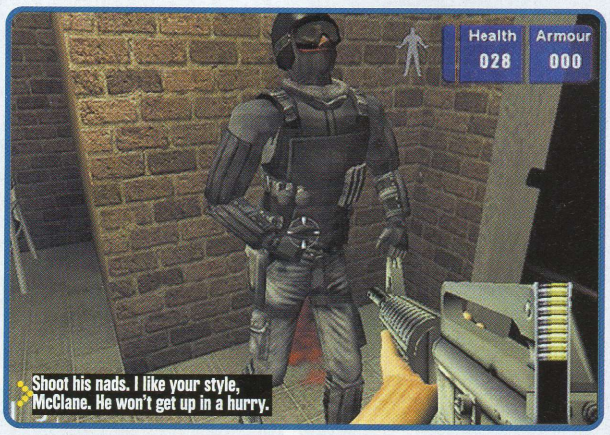
▲ You need McClane's Zippo to see in the security room. Turn on the cameras to see the enemies.

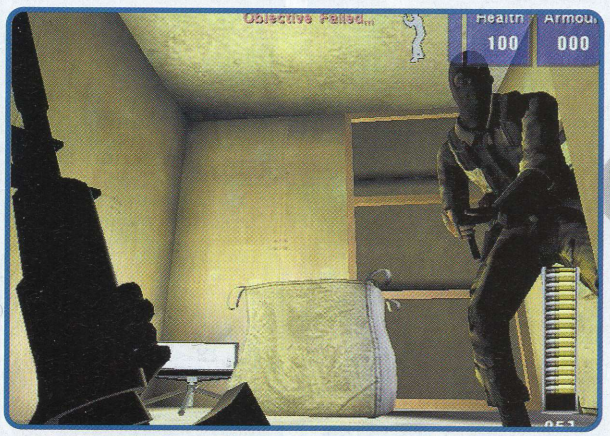


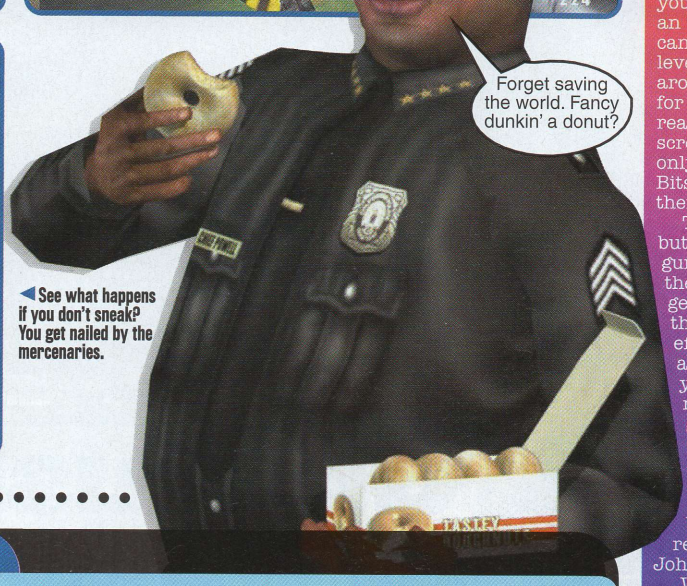
▲ This is a bad plan. The terrorists gang up on you, so you'll need to hide if you want to survive.

Shoot 'Em Down!

Vendetta's 20 levels are as action-packed as those in *Goldeneye*, and you won't have to wait around for long before you get to grab your guns and go blasting. But watch out! You're a cop so you can't shoot down innocent people or you'll be removed from the case. Make sure you don't go popping a cap in a tramp's ass by mistake.



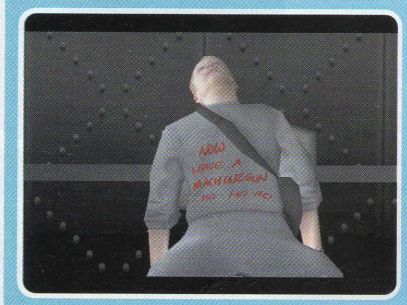




◀ See what happens if you don't sneak? You get nailed by the mercenaries.

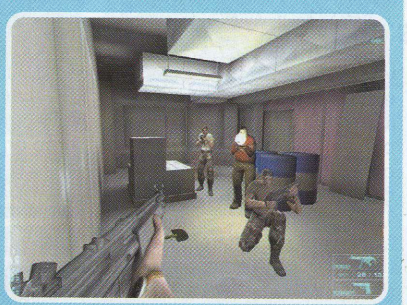
Now I Have a Machine Gun Too!

What did you expect? McClane to turn up at his wife's Christmas works do bash equipped with a briefcase already full of AKs? No way, that'd be rude! At the start of the game he is only armed with a pistol, but as soon as he manages to get a hold of one of the terrorist's machine guns, he certainly lets Gruber know about it.



▲ This has to be one of the best moments. McClane tells Gruber that he is looking for him by dead terrorist mail.

▲ You should really try and hide as you explore, or the terrorists will gang up on you and gun you down.



▲ But make sure you are getting the terrorists when you shoot. If you hit the hostages your morale will go down.

If you want the full-on, authentic *Die Hard* experience, *Nakatomi Plaza* is the place to be.

Name a moment from the classic first film and it will be in this first-person shooter, right down to the bit where McClane has to enter his wife's maiden name in the tower's security computer.

As in the movie, you must save the Plaza's workers and gun down Hans Gruber's gang of terrorists. This means you get to play all the classic moments, including the scene where McClane meets his nemesis for the first time. Other missions see you crawling through the tower's air vents, escorting your driver's car through the garage and – the best bit – gunning down Gruber's henchmen with real weapons from the film.

... Name a moment from the classic first film and it will be in this first-person shooter...

GET VOCAL

As with *Vendetta*, 'Bruce Willis' sounds dodgy, but the actor who plays doughnut-munching cop Officer Powell in the film will be doing some voice acting. And, as in the movie, you stay in touch with him with your walkie talkie.

You'll need all the help you can get to make it through the 30 levels. As if fighting all the terrorists single-handedly wasn't bad enough, you also have a morale meter that affects your performance. If you shoot a hostage by mistake your morale will drop, your aim will be screwed and you'll lose more health when you get hit.

This sounds great, but *Nakatomi Plaza* doesn't look quite as impressive as *Die Hard Vendetta* does on GameCube.

First Impressions

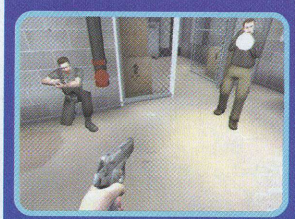
GC's in for a treat, but it's a bit old hat on PC

McClane may be carrying around a hulking great rifle and blowing the brains out of mercenaries, but *Die Hard Vendetta* certainly isn't your average first-person shooter.

In it you can walk around LA with your gun tucked away in your pocket, chatting to everyone. Some may talk gibberish, but others will give you clues as to the whereabouts of your daughter. Then, when you've got enough clues and an idea of what to do, you can search for her. In the level we played, we ran around the place listening for her screams. Then we reached the room where the screams were coming from, only to find she had gone. Bits have assured us that there will be loads of twists.

There is a Sneak button, but you can pull out your guns and head straight into the action. And when you get your shooting sorted, the Final Bullet special effect really is incredible, as the camera follows your bullet from the moment it leaves your gun until it tears into the enemy and he falls backwards in *Matrix*-style slow motion. And when you grab a leader by the neck you will really feel like you are John McClane.

Which is more than can be said for *Die Hard: Nakatomi Plaza*. While fighting terrorists in a tower block makes for a great film, it can get a bit boring in this PC shooter. All the levels we saw looked the same and it seems a bit dated compared to *Medal of Honor: Allied Assault*.



▲ Why are you shooting down there McClane? His morale must be really low.

GOOD COP BAD COP

***Vendetta's* mix of stealth and action could beat *Goldeneye*, and *Plaza's* based on the very first film – good pedigree.**

No multi-player's been announced for *Vendetta* – we need one! And *Plaza* looks quite dated compared to *Allied Assault*.

WHERE IT'S AT

McClane should be in action in the *Plaza* by the summer, but it'll be at least November till we see *Vendetta*.

OUT: OCTOBER | **FORMAT:** PS2 | **PRICE:** TBA | **DEVELOPER:** CAPCOM | **PUBLISHER:** CAPCOM | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 0208 846 2550 | **PLAYERS:** 1

PREVIEWER

Robin Alway

Samanosuke's gone, but new bloke Jubei Yagu's katana is just as sharp. Let the ketchup fly!

Onimusha 2:

Samurai's Destiny

T SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAM

This **Samurai survival horror** sequel is like *Crouching Tiger*... being stroked by **the severed hand** of *Resi*!

Samurais are loners. Possibly, because they've taken a vow of solitude. Then again, waving an artery-severing sword around is always going to mean folk crossing the street if they see you.

But not Jubei Yagyu, the new hero in this sequel to last year's classy slice 'n' dice epic. Up to five muckers (to use the Feudal Japanese phrase) can join him in his quest to defeat returning demon warlord Nobunaga. The new characters, who are all playable at different points throughout the game, are the single most impressive thing here, adding both item-swapping RPG elements and new fighting strategies to the gameplay, as they leap in to scrap on your side.

SWORD PLAY

'*Resi*-with-swords' comments do not apply. Lush looking, varied environments take in people-packed villages, misty canyons and sun-dappled forests. Technically, this is as much a second generation PS2 game as the *Gear*.

Expect plenty of scope for interaction. As well as gabbing to your pals, you'll be introducing evil do-ers to the business end of new weapons by pulling off devastating Oghi combos.

Softography

These guys have also made...

Resident Evil	90%
Resident Evil 2	93%
Resident Evil 3: Nemesis	94%
Resident Evil Code:Veronica	94%
Dino Crisis 2	88%
Maximo	85%

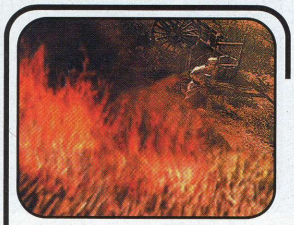
Chuck in standard-settingly realistic animation (ooh, those motion-captured horses!) and PS2 fans might just be able to forgive Capcom for getting off with Ninty and doing *Resi* on GameCube.

Warner Pillage!

The stunning intro movie sees evil warlord Nobunaga attack a peaceful village. The first game's bad bloke is back again and looking even more demonic.

Nobunga leads his men into battle on lush looking but, ultimately, evil horses.

A fire arrow flies through the air on to – arse! – a thatched roof!



Cue burning houses, frightened peasants and crying kids. Nightmare.

Environmental Wealth!

The scenery might still be pre-rendered backdrops but neat animated details and the fact you can smash bits of it are totally convincing. That, and the fact it looks ace.

Leaves flutter in the wind and Jubei kicks up dust in this clearing.

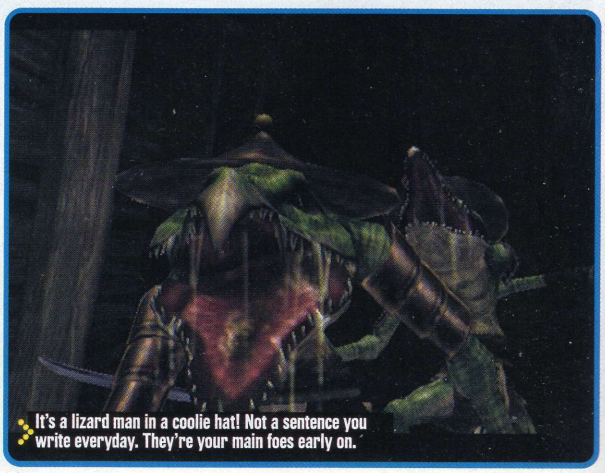
Water trickles down the walls when you get inside this mine.

...chucks in standard-settingly realistic animation (ooh, those motion-captured horses!)...

Factpack

The stuff you need to know...

Main Weapons	4
Supporting characters	5
% more FMV than Onimusha	50
Size of development team	70+



It's a lizard man in a coolie hat! Not a sentence you write everyday. They're your main foes early on.

Don't Fancy Your's Much...

The first two characters able to join your happy Samurai band are 16th century Japan's answer to Little and Large. They're an unlikely pairing of beefy, lance-wielding boozer Ekei, and suave, lanky gun owner, Magoichi. By giving them objects, they'll hopefully become your mates and turn up when you fight, changing the plot in the process.

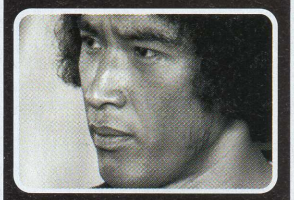
▲ Ekei's a boozing, womanising Buddhist monk. Give him a few bottles of Saki and he'll be yer bestesh mate!

▲ Magoichi's a book learner. Give him literature and he'll bring his musket to your battles.

▲ Obviously, the two of them don't get on. Give them the incorrect combination of items and they'll hate you too.

Cinetastic!

This is a very cinematic game. As well as the incredible cutscenes, orchestral score and epic plotline, the main hero's Jubei Yagyu, modelled on a famous Japanese film star. In fact, it brings Yusaku Matsuda (best known over here for '89 flick *Black Rain*) back to life. He died over 10 years ago. Ulp.



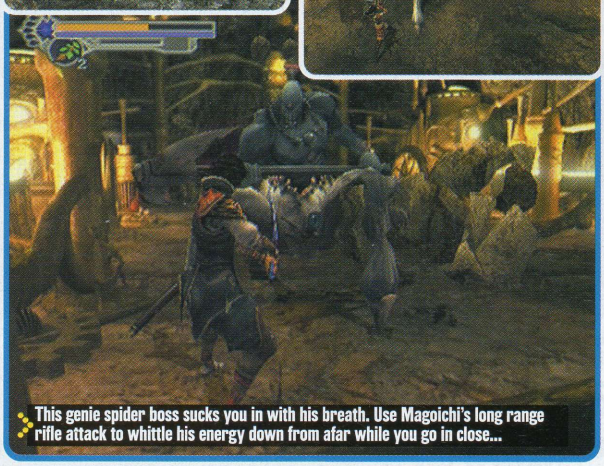
▲ Matsuda San's family have given full approval for his likeness to appear.

▲ And they've done a fine job of, er, virtualising him. Jubei looks cool.

Tag Team Samurai Style!

Your new mate's different fighting systems make for much more strategic boss battles. They'll help you knock the bad one's energy bar down, and you can attack in a way that compliments their scrapping style...

◀ Sub characters don't trail behind you. They appear only when a fight kicks off.



This genie spider boss sucks you in with his breath. Use Magoichi's long range rifle attack to whittle his energy down from afar while you go in close...

Big Outdoors!

Forget the original game's pokey, dim interiors. *Onimusha 2* takes in lush-looking outdoor scenes and peasant packed marketplaces as you explore lively gold rush towns, demon-infested islands, lush forests and lizard-man populated mines. It's epic sword swinging stuff.

▲ Buy new items in the market to win friends and influence people.

▲ You can now head inside buildings and chat to folk. It's all very RPGish.

Swords and Phwoarcery!

The sword play's advanced loads since the relatively simple block, swipe and parry of the original. The new Ohgi (or esoteric in English) fighting styles give easy-to-pull-off combos and devastating powered-up moves for the four main weapons: sword, hammer, spear and staff. Naturally, you still need to suck up defeated foes' souls, Samanosuke-style.

▲ Easy katana combos get you past standard enemies. But the spear (left) requires a whole new fighting style.

The Ohgi moves give killer combos for each weapon. They're like a standard beat-'em-up and give some spectacular glowing-sword, flying-head finishers...

First Impressions

Sharper than the output of Sheffield!

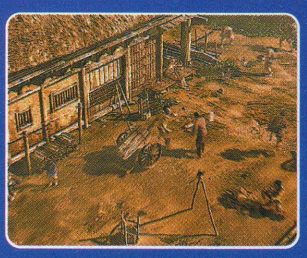
Capcom really aren't messing around here. After flying to Las Vegas for an exclusive hands-on play, we're pleased to say *Oni 2* is decapitated head and Vimto covered shoulders above the original.

The first thing to grab us (after the standard-settingly great intro movie of course) was the diversity and scale of the environments. The packed village where we started playing was an immediate improvement on the first game's dank castle interiors. And the fact you could walk into all the buildings, interact with villagers and make friends with fellow fighters gives you a huge feeling of freedom in the game.

The supporting characters add an involving RPG element, as well as taking the story in different, less-straightforward directions. Gives your blade a much needed breather in battle, too.

The enhanced combat has more variety and, although the head-doing slide puzzles are still present, this looks much more rounded, longer lasting and altogether cooler.

With its new hero, setting, combat, cast and visuals, this is the kind of 'proper', leave-no-evil-blood-unspilled sequel you want – nay demand – to move things forward. We can't wait to play more.



GOOD COP BAD COP

A genuine sequel that looks great, features intriguing extra characters and a totally overhauled sword twirling.

Let's hope they keep the block-shifting puzzles to a minimum. And why is out in Japan six months before the UK?

WHERE IT'S AT

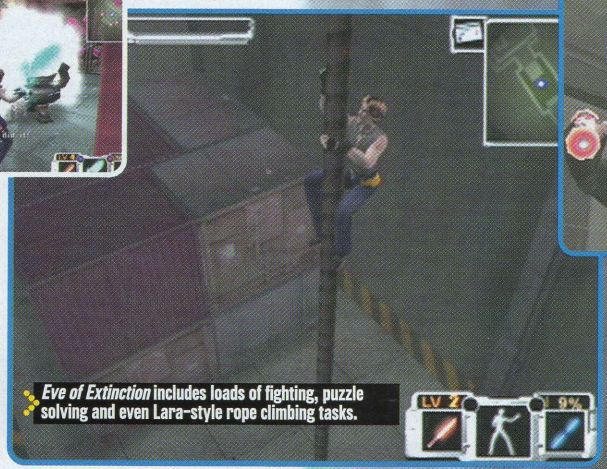
Out in Japan as you read this, we'll be seeing how it stacks up in the survival horror stakes next month.

OUT: MARCH | FORMAT: PS2 | PRICE: £40 | DEVELOPER: YUKE'S | PUBLISHER: EIDOS | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0208 636 3000 | PLAYERS: 1

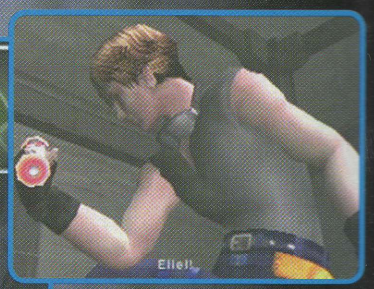
PREVIEWER

Alistair Bell

Every now and then your Legacy weapon will be upgraded, letting you inflict more pain on the baddies.



Eve of Extinction includes loads of fighting, puzzle solving and even Lara-style rope climbing tasks.



Here's the moment when Josh discovers his girlfriend's turned into a weapon.

China Town is full of nasty Ninjas and hordes of Wisdom thugs, so be careful.

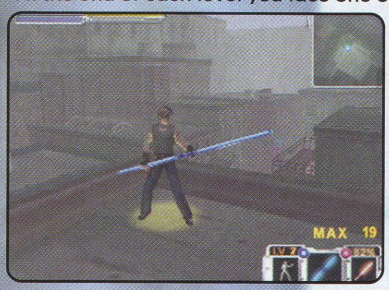
Eve of Extinction

LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

Evil **scientific experiments** have left you with **super powers** and a **mission** to **save the world!** Again...

Weapon of Choice!

At the end of each level you face one of Wisdom's big guys. Kick his butt to be rewarded with a new Legacy weapon.



One of the first weapons you start out with is the Legacy rod – perfect for clobbering multiple enemies.

This fetching pair of traditional Legacy daggers are made available after you kill off the level one boss.

Each Legacy weapon has a special ability. This sword has a built-in whip that can be used for scaling ledges.

Mix *Shenmue*'s epic plot with *Soul Reaver*'s beat-'em-up bits and *Tomb Raider*'s platform action and you've got *Eve of Extinction*, an action packed futuristic adventure from the makers of *SmackDown!*

One minute you'll be in combat with a bunch of Ninja thugs, then it'll be a test of reaction in the Quick Timer Events, though they're not all combat-based as they were in *Shenmue*. When ⊗ flashes on-screen, hit it fast or you may be blown up by a helicopter. You'll also find puzzles, and an absorbing plot for adventure fans.

Softography

These guys have also made...

WWF SmackDown!	92%
WWF SmackDown! 2	93%
WWF Royal Rumble	63%
Touken Retsuden 3	81%
Powermove Pro Wrestling	35%
WWF SmackDown! JBI	85%

... Josh's girlfriend has been turned into Wisdom's new weapon. Arse...

Set in the 21st century, bio-genetics company Wisdom are hatching an evil plan to gain military domination and unleash general nastiness.

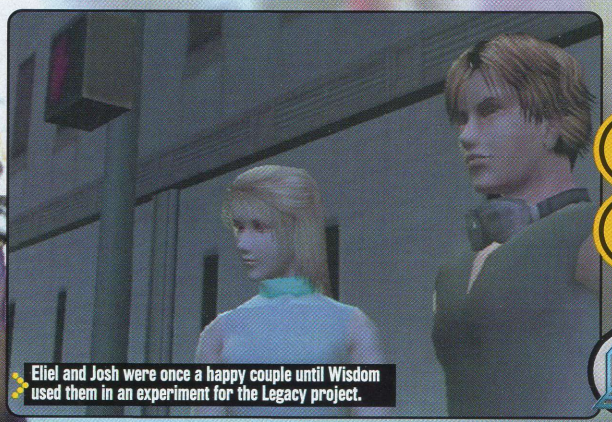
BIG SECRETS

Employee Josh Calloway discovers Wisdom are working on a super weapon code-named Legacy. As punishment for meddling with their business, Calloway is used as part of a twisted experiment, from which he emerges with super human powers. Great! But his girlfriend has been turned into Wisdom's new weapon, EOE. Arse.

Playing as Josh, you must get your lady back and boot some Wisdom agent ass. To begin with it's a bit dull, as you walk around with only a rod and sword to fight with. But it all kicks off at the end of level one, when you deck a boss and win his daggers. A few beatings later and you'll be scrapping with *Soul Calibur*-style swords.

Level two switches to China Town, where you must dodge guillotines and search dodgy dojos. From then on, the storyline unfolds nicely, with key characters and new weapons emerging.

It could look better, but *EOE* has cool weapons and plenty of variety.



Eliel and Josh were once a happy couple until Wisdom used them in an experiment for the Legacy project.

What A QTE!

Many of you will remember the Quick Timer Events in *Dragon's Lair* and *Shenmue*. *EOE* has its fair share of these as well. When you see an instruction flash on the screen, hit the button in question to progress smoothly. Press the wrong one and your adventure could become a whole lot harder.

The level one boss is a bit of a freak, and if you don't react to his first attack you could be in trouble.

If you don't press ◎ this thug will shoot you down and escape from your clutches. Hit it quickly.

GOOD COP BAD COP

Epic adventure with a host of ultra cool weapons to collect and some great end-of-level baddies to get stuck into.

They say variety is the spice of life – but too many ideas in one game could spoil this particular broth.

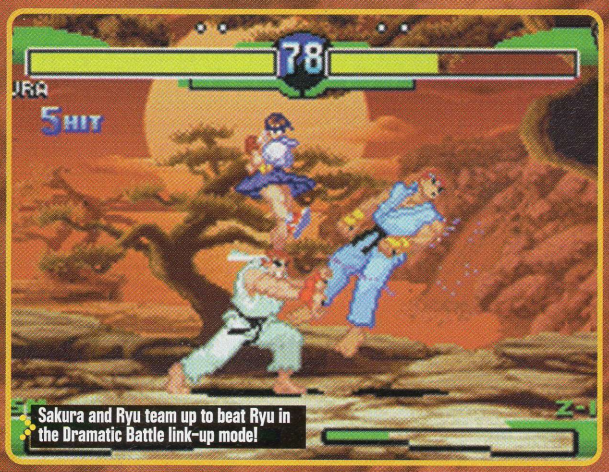
WHERE IT'S AT

Eve of Extinction should be complete by the time you read this, and we'll have a full review next issue.

STREET FIGHTER ALPHA 3

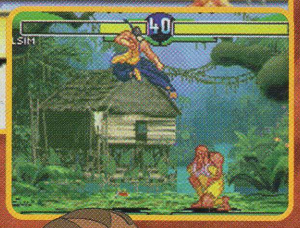
GAME BOY ADVANCE

OUT: AUGUST | **FORMAT:** GBA | **PRICE:** £35 | **DEVELOPER:** CAPCOM | **PUBLISHER:** UBI SOFT | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PS | **CALL:** 01932 838 230 | **PLAYERS:** 1-2



Sakura and Ryu team up to beat Ryu in the Dramatic Battle link-up mode!

Faves like Ken and Chun Li are included but have new moves to add variety.



You can build up a triple super combo, but you need to practice to unleash one.

Cody from *Final Fight* makes his second appearance on GBA – in stripey trousers!

Street Fighter Alpha 3

A **huge array of brawlers** have ganged up for a **beat-'em up party** exclusive to GBA!

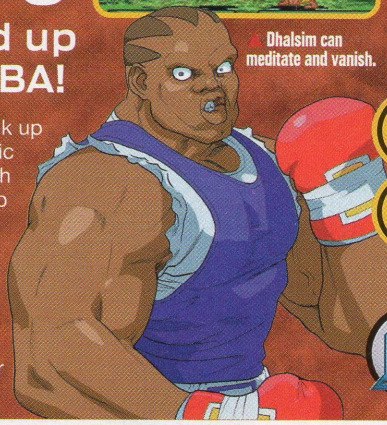
As if an exclusive version of *Tekken* wasn't enough, GBA owners will soon be able to play a brand new *Street Fighter*.

Based on the highly detailed 2D PSone series, *Street Fighter Alpha 3* not only looks great but also features an army of fighters from the entire series.

There's a cast of 32 characters, plus three new hidden fighters, but Capcom are keeping their identity firmly under wraps.

In-game, choose from custom combo styles, and there's a turbo meter that lets you set the game speed – ideal for link-up battles.

The biggest revelation is that three characters can appear in one fight! Link up with a friend in Dramatic Battle and you can both enter the championship as buddies. Capcom will also include a *Tekken*-style Survival mode and a boss-slapping Final Battle mode in the most feature-packed brawler yet seen on GBA.


Dhalsim can meditate and vanish.

GOOD COP BAD COP

As slick as the PSone version but with tons of fighters and new extras. It's all good stuff!

You might be a bit bored of the *Street Fighter* series by now, even if you're a fan of the games.

WHERE IT'S AT

Capcom are smuggling their fighters in and polishing the play, so in August you'll have a great beat-'em-up.

OUT: APRIL | **FORMAT:** XBOX | **PRICE:** £40 | **DEVELOPER:** INFINITE MACHINE | **PUBLISHER:** THQ | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 01483 767 656 | **PLAYERS:** 1

New Legends

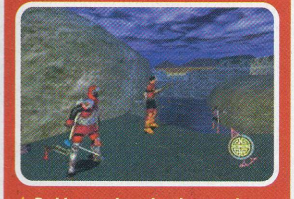
It's **big trouble in little China** as this **martial arts fest** gets a little **too choppy!**

River Run!

Every inch of The landscape in *New Legends* can be explored. Cliff tops and rivers aren't out of bounds for Sun Soo.

Head into the middle of a fight and you'll be slaughtered very quickly.

Unlike some heroes, Sun Soo can go in water without taking damage.


Do I have to jump just because he has? I'm scared. Surely he'll die!

You can't injure your own team – handy if you're slicing up a crowd of 20.

Half man and half gun, Sun Soo is the king of martial arts and gun-fighting.

***New Legends* is set in futuristic China and, like *Genma Onimusha*, has a hero, Sun Soo, intent on displaying his martial arts skills as he chops demons down. He'll also go to great lengths to impress a lady – namely fellow fighter Mai Khan.**

The futuristic oriental land of China has been divided into clans of human and demons, and evil martial arts supremo Xao Gon has created a huge army to terrorise innocent people. He's even got the demons on his side, too. It's up to you to bring down Xao Gon and restore peace to the land.

The futuristic theme means Sun Soo can carry hefty automatic weapons as well as blades. Claws and rifles are available, and double gun action is never far way as Sun Soo fights for the good people of China in true John Woo-style. The rapid action is non-stop, in between talking to innocent citizens and taunting the violent minions of Xao Gon's army to move the plot along.

With a good story and the power of Xbox behind it, *New Legends* is aiming for a showdown with *Genma Onimusha*, but its bland graphics and lack of structure so far don't bode well against the samurai giant.

GOOD COP BAD COP

The scope of the levels is huge thanks to the power of Xbox, while the amount of enemies on screen is terrifying!

New Legends doesn't have the polish of *Genma Onimusha*, and the open plan levels could be confusing.

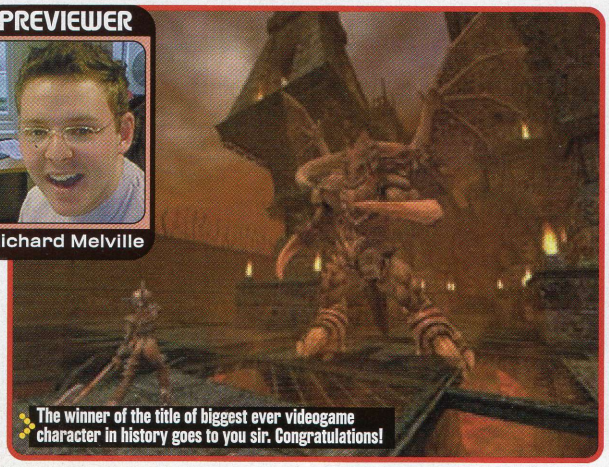
WHERE IT'S AT

THQ will release *New Legends* in April, so we'll bring you a full review of the game next issue.

OUT: JUNE | **FORMAT:** XBOX | **PRICE:** £45 | **DEVELOPER:** STARBREEZE | **PUBLISHER:** SWING | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 0208 324 1624 | **PLAYERS:** 1-4

PREVIEWER

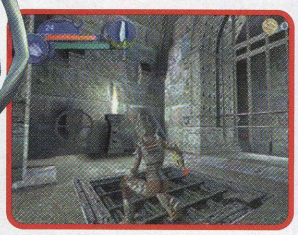
Richard Melville



The winner of the title of biggest ever videogame character in history goes to you sir. Congratulations!

This crossbow leaves a bright trail, ideal for small enemies.

Evil gangs of orcs pose a problem to spell-casting wizards, whose hand-to-hand combat ability is as good as your gran's.



Barbarian underwear looks very uncomfortable, but they've got impressive armour to make up for it. Hope it protects their privates properly.

Enclave

T SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GA

Save the citizens of Celenheim, or **slice them to pieces** while gawping at a **gothic adventure to rule them all...**

Celenheim was once a peaceful small island but now it's full of fearful citizens surrounded by danger.

A distant battle between the land's wizards and an army of darkness (the Outlanders) has left the isle ravaged, with the evil army sulking in the shadows. In this third-person hack 'n' slasher, you must protect the isle from the Outlanders that lurk around it like Hungry Hippos.

Softography

These guys have also made...

This is Starbreeze's first game!

But you don't have to be the one that protects it. You can choose to take the side of good or bad, you see.

MORAL DILEMMA

It might sound a bit like the good or evil option from *Black & White* but once you've opted to be saint or sinner, a whole army will be available to you. Knights, archers and wizards are just a few of the good characters available, while ogres, wolf riders and assassins join the Outlanders.

You can choose from 10 selectable warriors to battle through 20 levels, including *Lord of the Rings*-style forests and vast dungeons. There'll be busy villages to storm too.

In single-player mode, *Enclave* has both a good and evil storyline, with some unique levels for each side. You'll have to play the game as both to see all the levels. It also supports a four-player, split-screen mode, which means four-player co-op games are possible (like in *Halo*), with each man using different skills. The archer has a selection of crossbows for example, while Outlanders can use swords, axes and a vicious club decorated with six inch spikes. You can also hop in vehicles like wooden carts and catapults. These can hurt foes, demolish houses and plough the land, making terrain hard to cross.

... once you've opted to be a saint or sinner, an army will be available...

This creates all out medieval war, destined to thrill fans of team-based battles. Even *Halo* fans will want to pick up an axe for some close combat.

The Fear!

Should you stumble into one of the darker buildings that feature in *Enclave*, you'll stare at the spooky structures and realise that they look very similar to the satanic levels of *Quake*. Keep that axe close by – these ain't no churches. Expect buildings like these to be a central part of four-player games.

The buildings are huge and can be seen from miles away. Up close, some look like Satan's gaff.

A blood-stained gothic dungeon should be a great setting for those one-on-one battles.

The Good, The Bad and The Ugly!

Rather than playing as just a single barbarian hero, *Enclave* gives you the choice of wizards, elves, druids and hideous assassins to play as to win the war. Cooly, each character's appearance changes as you progress through the game, with stacks of bolt-on armour available, making them better defended and much meaner looking.

The trusty footman is a good character, but his solitary club isn't going to help him much when he's up against the enemy.

Watch as the evil beggar casts spells on the good people of Celenheim.

GOOD COP BAD COP

More team-based action for *Halo* addicts, and original environments could give Xboxers another game to shout about.

The *Dungeons & Dragons*-style medieval setting could put off some of the more trendy gamers out there.

WHERE IT'S AT

Enclave will be released in the UK in June. We'll bring you more details next issue.

HUMANITY'S LAST HOPE IS YOU.

OUT: 26 APRIL | FORMAT: PS2 | PRICE: £40 | DEVELOPER: EA | PUBLISHER: EA | SPECIAL FEATURES: NONE | OTHER FORMATS: GC, XBOX, PC | CALL: 01932 450 000 | PLAYERS: 1-4

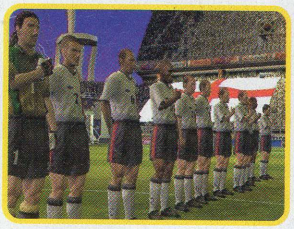
PREVIEWER

Richard Melville

The Spanish team eat a clove of garlic during their anthem, for good luck.

It's Brazil, and they appear to have won a cup. How lucky will they be in 2002?

▲ Victory celebrations are full of fireworks, a cheering crowd and hyperactive players running wild.



▲ Seaman singles out David Beckham as a poor singer while warbling the national anthem like a diva. 'It's Becks, he's crap'.

2002 FIFA World Cup

T SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAM

As the **Cup nears**, players are **training**, the Japanese are **building stadia** and EA are **making another *FIFA*...**

If you're holding this issue as it hits the shops, it's only 71 days to go until the World Cup commences. In preparation, EA are finalising their new World Cup game for fans gagging to recreate the World Cup in their own front room.

For those who want to get into the World Cup spirit early, what better way than playing a game with the real World Cup teams and players?

Softography

These guys have also made...

NBA Street	80%
SSX Tricky	94%
007 in... Agent Under Fire	82%
FA Prem League Man '02	70%
FIFA 2002	64%
F1 2001	83%

There's a problem, however. *Pro Evolution Soccer* and the multi-format, *FIFA*-style *ISS 2* (p94) have pushed *FIFA* into third place in the footy videogame rankings. EA have some new tricks up their sleeve to help the *FIFA* series move up to the Premier League though, and they're making a version for almost every format going.

GOT THE LOT

2002 FIFA World Cup is the official game of the tournament, featuring all the teams and the new Japanese and Korean stadia, as well as official mascots. The standard EA sports presentation has been updated to include a zooming replay, so you can see Beckham grin like The Joker when he scores a free kick. A novel World Cup Moments presentation will be shown in-game (at half-time and full-time), showing highlights of the best goals from the cup too. These are automatically saved to memory card.

EA have vowed to make gameplay more frantic and have added more room for manoeuvre when controlling the ball with headers and volleys. The emphasis is on skill, so expect tricks and signature moves to feature among the usual speedy passing and powerful shots of the *FIFA* series.

...expect tricks and signature moves among speedy passing...

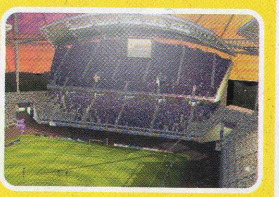
We'll review *2002 FIFA World Cup* next month and tell you if it's essential or 'just another *FIFA*'...

▲ The Japanese stadia are full of hi-tech light shows and huge TV screens.

Big in Japan!

Take in the sparkling new Japanese stadia and the Eastern skyline as afternoon turns to dusk. Then wince at the cost of an air fare there: £1200!

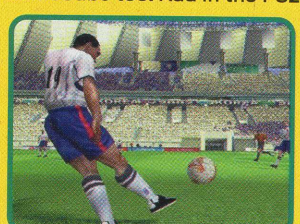
▲ There aren't going to be any empty seats for World Cup games, so let's hope EA provide a realistic crowd.



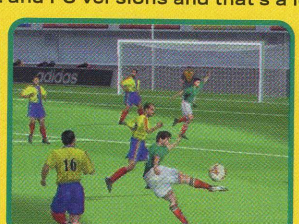
▲ The flood lights illuminate the pitch. Don't expect beers and pies here.

Console Transfer Madness!

2002 FIFA World Cup marks the first ever *FIFA* game you'll see on Xbox, and it's the first time UK gamers will play it on GameCube too. Add in the PS2 and PC versions and that's a lot of games. Let's take a look at them individually...

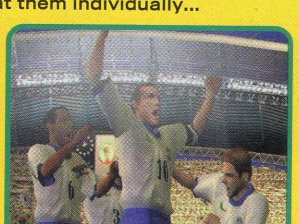


▲ GameCube players look smooth and defined but the pitch isn't very detailed. Can GC cope with such large stadia?



▲ The PC version looks rather drab compared to the next-gen consoles, and that pitch looks very bright.

▲ The Xbox version looks sparse, but the players are more detailed here than they are on the PC version.



▲ Up close, PS2 players look better than previous PS2 *FIFA* team members. We can't wait to see them in action.

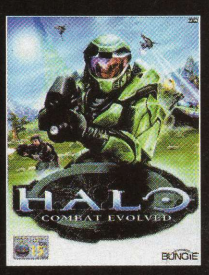
GOOD COP BAD COP

The real teams and players are here, and there's that heart pounding feeling that it is the real World Cup.

The core of the gameplay is still heavily arcade-based, and the crowd look like cardboard cutouts.

WHERE IT'S AT

2002 FIFA World Cup is released on PS2 in April, and we'll have the full review for you next issue.



XBOX

BUNGIE

ONLY ON XBOX

No pressure, but the mother of all combat games has arrived. Halo takes you to an alien ring world where you must destroy mankind's sworn enemy: The Covenant. Vanquish the alien hordes with a vast arsenal of weapons and vehicles, whilst laughing in the face of the Geneva Convention. Any wonder Edge magazine gave it 10/10. Just prepare your armoured underwear.

www.xbox.com/uk/halo

PLAY MORE. PLAY HALO.™

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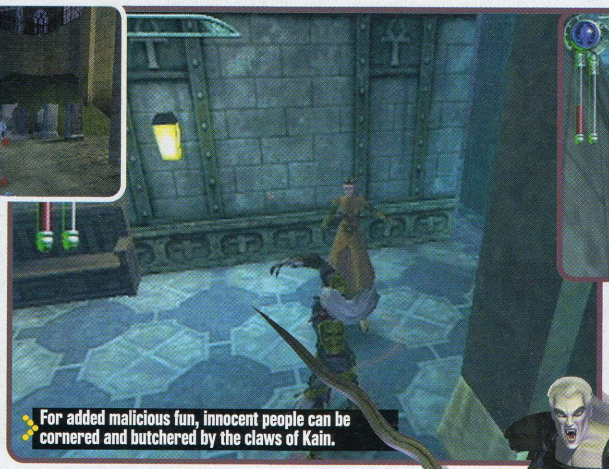
OUT: APRIL | FORMAT: PS2 | PRICE: £40 | DEVELOPER: CRYSTAL DYNAMICS | PUBLISHER: EIDOS | SPECIAL FEATURES: NONE | OTHER FORMATS: XBOX | CALL: 0208 636 3000 | PLAYERS: 1

PREVIEWER

Richard Melville

Like any self-respecting vampire, Kain can fly. But if he hits water, he'll instantly drown like a pig.



For added malicious fun, innocent people can be cornered and butchered by the claws of Kain.

▲ Alas, I knew her well. What a shame she didn't believe that I used to rule this land.

▲ Spells and your magic meter appear at the top of the screen.

Legacy of Kain: Blood Omen 2

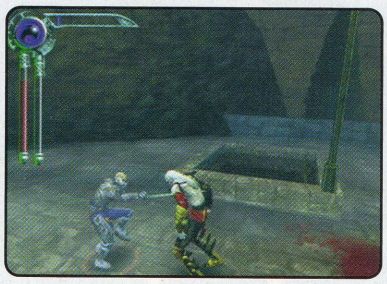
UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS!

Forget Buffy. Kain is back with his **vampire army** and he wants **blood, revenge** and a **throne to rule the land!**

Vampire Slayer!

Venture too close to enemies and they lurch forward to impale you, leaving you stranded like a sausage on a stick.

▲ Kain experiences max pain when he insults a nearby zombie. That sword is as hot as hell. Watch it glow!



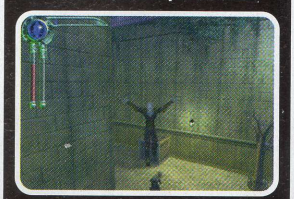
▲ Down he comes! After the sickening stabbing, Kain falls to his knees after losing six pints of blood.

▲ When fist fighting, Kain has claws that can be used to good effect against weak enemies and innocent citizens!

Kain It!

In a new addition, Kain can leap higher than a hypo toad. Hit ◎ and you'll activate the supernatural super jump. Hitting ◎ again brings up a target that you can place beyond a huge chasm. Release it to jump up to a previously unreachable area.

▲ As you prepare for a super jump, a purple glow surrounds you and a shadow shows where you will land.



▲ While in the air, you can press ⊗ to float and descend on enemies while pretending that you're Batman.

It's been almost six years since the precursor to the *Soul Reaver* series arrived on PSone. The original *Blood Omen* introduced us to Kain and his vampire friends, while showing us the gothic world of Nosgoth that he ruled.

But a strange demon has defeated Kain's army and taken control of Nosgoth; it's up to you to stop them.

Playing as Kain, you must defeat the undead armies and find the demon behind your fall from grace. You've several new abilities to batter enemies with, and there are spells to cast such as Mist, Charm and Fury. Mist camouflages, Charm turns enemies into friends, and Fury enhances your attack power.

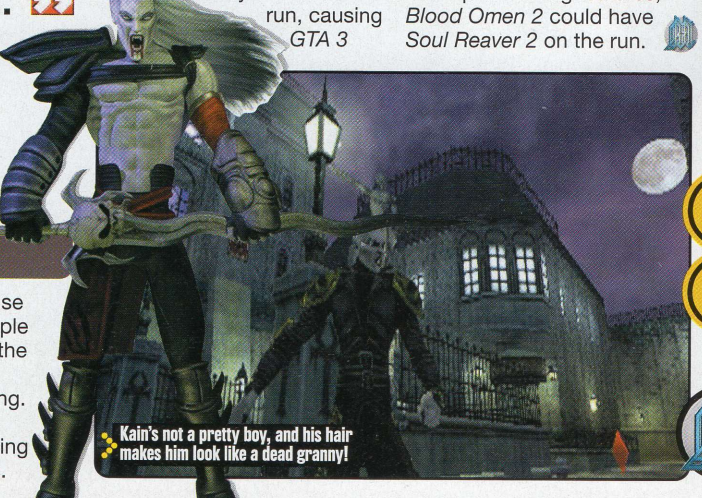
"... defeat the undead armies and find the demon behind your ruin..."

STRATEGY

As you play, you'll realise this is more than a simple hack 'n' slasher. Even the innovative super jump feature requires planning. Hit ◎ and you'll get a target to place for leaping on to elusive platforms.

As you adopt an attack stance, enemies spot you and raise their weapons, but stealth through a level and they won't be so aggressive. Innocent workers roam about and if they see Kain attack, they'll scream and run, causing levels of panic. Of course, you can always kill the fools. Weapons on offer include swords, axes and clubs, all of which can form combos with torso-impaling finishers.

With original combat and new spell-casting features, *Blood Omen 2* could have *Soul Reaver 2* on the run.



Kain's not a pretty boy, and his hair makes him look like a dead granny!

Softography

These guys have also made...

Soul Reaver 2	76%
Soul Reaver	91%
Disney's Racing Tour	64%
102 Dalmations	72%
Gex	66%
Pandemonium	81%

GOOD COP BAD COP

Original fighting modes, entertaining spells and good enemy AI mean that hopes are high for *Blood Omen 2*.

An overblown plot and hordes of dull cutscenes could deter those with an appetite for hack 'n' slash action.

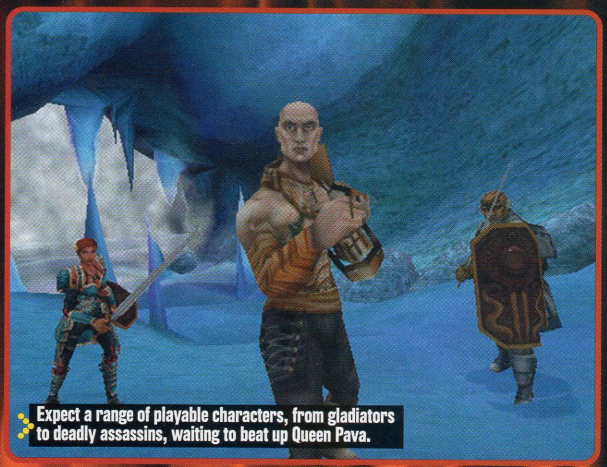
WHERE IT'S AT

The world of Nosgoth is 90% complete now. We'll have a full review for you next issue.

SUMMONER 2

OUT: AUTUMN | **FORMAT:** PS2 | **PRICE:** TBC | **DEVELOPER:** VOLITION INC | **PUBLISHER:** THQ | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 01483 767 656 | **PLAYERS:** 1

The game will take you through vast jungles, icy mountain tops and beyond.



Expect a range of playable characters, from gladiators to deadly assassins, waiting to beat up Queen Pava.

▲ Enemies can be sliced 'n' diced by sword, or fried to a crisp by some magic.

▲ The Queen will come face-to-face with all sorts of strange looking beasts.

Summoner 2

A **new summoner** follows a **holy destiny** in this **sword swinging, magical** sequel!

PREVIEWER: Alistair Bell

Role-playing games usually star a bloke with a weird haircut in search of revenge for the death of his parents, or something like that.

But here you play as a woman, the Queen of Halassar, who must defend her kingdom from the Empire of Galdyr and army of Urath, before becoming a goddess. Her barnet's still dodgy, mind.

Battling through 30 levels of tropical islands and cities, you use 12 Summons – from the Blood Juggernaut to the Blade of Sand – and learn to craft deadly poisons, cast meteor storms and devour an enemy's soul.

An all-new, party-driven combat system enables you to control three characters at once and use their specialist skills to defeat the enemy.

Spectacular spells and weapons mean, even at this stage, it looks good.

GOOD COP

Many levels, eight playable characters, improved graphics and a decent storyline – sounds promising.

The original *Summoner* had its fair share of flaws. You have to wonder if they'll be sorted out this time round.

WHERE IT'S AT

Summoner 2 should be out for PS2 this Autumn, so look out for more news in a few months time.

OUT: APRIL | **FORMAT:** GBA | **PRICE:** £35 | **DEVELOPER:** CAPCOM | **PUBLISHER:** EMPIRE | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PS | **CALL:** 0208 343 7337 | **PLAYERS:** 1-2

Sheep

Capcom want to teach **GBA owners** the joy of **herding** and **breeding** – the loons!

PREVIEWER: Richard Melville

Sheep on PSone made chasing fluffy farm animals quite good fun. And that's official.

Capcom have taken charge of the GBA version of *Sheep* and added arcade elements, while developing a breeding subgame that sees you having to nurture 'em too.

The levels are presented like a top-down golf game, and the sheep are constantly running amok. You must select a dog and sprint to control the direction of your herd while collecting bonus stars. Obstacles like hurdles and Combine Harvesters pose problems, and eventually you'll reach perils like electric fences and sheep from rival herds.

Arrange mode is where the breeding element comes in. It's vital that you make sure they're happy and not too tired – think *The Sims* with sheep. If the idea of playing as a dog while chasing sheep appeals, we suggest you look out for the GM review next issue. Or consult your doctor, of course.

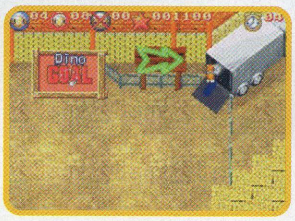
Cliff Hanger!

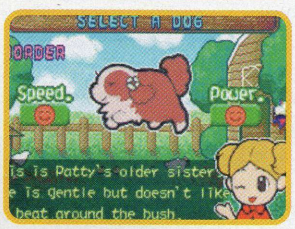
Get to harder courses and you'll see how many more problems are presented by hurdles and cliff tops than farmyards.

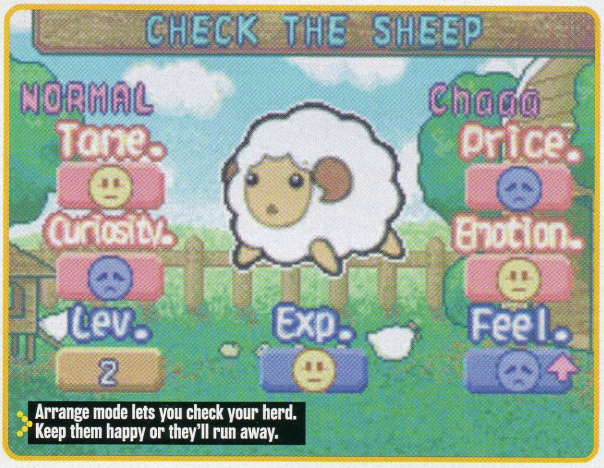
▲ The sheep can hurdle obstacles. The problem is moving them the right way.

▲ Arrows aid you, as some courses are huge and the action is very fast.

▲ Near danger such as cliff tops, your herd are as stupid as lemmings!







Arrange mode lets you check your herd. Keep them happy or they'll run away.

▲ Sing and the sheep will follow you. Chasing them is the aim of the game.

GOOD COP

In-depth, cute, brain-taxing, rewarding and original. Even your girlfriend will love *Sheep*.

The small GBA screen means that it's sometimes hard to grasp exactly where your herd are heading.

WHERE IT'S AT

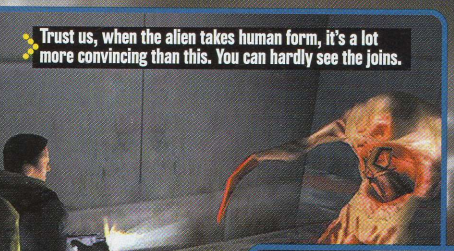
Capcom are finalising the breeding minigame for an April release. Review next issue.

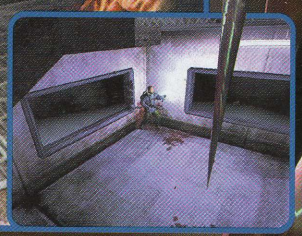
The Thing

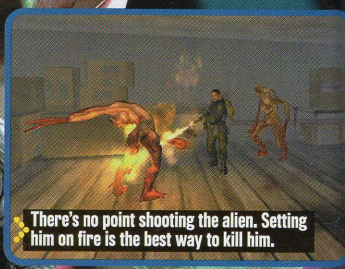
OUT: AUTUMN | FORMAT: PS2 | PRICE: £40 | DEVELOPER: COMPUTER ARTS | PUBLISHER: VIVENDI | SPECIAL FEATURES: NONE | OTHER FORMATS: PC, XBOX | CALL: 0118 920 9100 | PLAYERS: 1

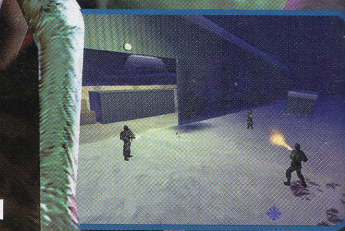
PREVIEWER

Tom East


Trust us, when the alien takes human form, it's a lot more convincing than this. You can hardly see the joins.




There's no point shooting the alien. Setting him on fire is the best way to kill him.


The trust element works on a traffic light system. Green means everything is fine, amber means they're cautious, and if it's red they'll shoot.

T SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GA

Man is the warmest place to hide! Apart from airing cupboards and saunas. And you could **include kilns...**

There'll be many who have little knowledge of the film *The Thing*. This may well be down to the fact that it came out way back in 1982. But even if you weren't born then, *The Thing* is a must-see.

Isolated in the Antarctic, a scientific expedition comes under attack from a parasitic alien that can take on a human form. Taking over the bodies of each of the crew, no one can really be sure who's human and who's the alien. Now *that's* what we call entertainment!

WHO TO TRUST?

With shape-shifting aliens and an isolated location, you would think it had all the elements to make a classic survival horror. Well, not really, as the film depended less on the action and more on an unnerving sense of paranoia – a feeling that you rarely get in videogames, as it's usually made very clear that everyone is against you. So the challenge for the developers was to create this charged atmosphere – they've done this by introducing a Trust/Fear interface.

Set just after the events of the film, the game has you as the leader of a military team sent to find out what happened to Kurt Russell and his buddies – only for the alien to start its fun and games again. In order to survive the ordeal, you must use the various talents of the team, but only after you've gained their trust. If they think that you're the alien, they're more likely to shoot you than take orders. So you always have to prove yourself by killing loads of aliens or, if necessary, putting a gun to their head. It's a juggling act between fear and trust.

> "... you **constantly** have to **prove yourself** by **killing** loads of **aliens...**"

The rest of the game breaks down into a fairly predictable blend of puzzles and action, but if the developers manage to nail the trust element, then this game could truly be something special.

Softography
These guys have also made...

Evolva 86%

DIY Arsenal!

In order to rid the planet of the nasty ETs that have invaded, you'll have to acquire enough fire power to blast them to hell. This will require some imaginative thinking as you can customise your original firearms and knock together weapons from the various objects you find on your travels.

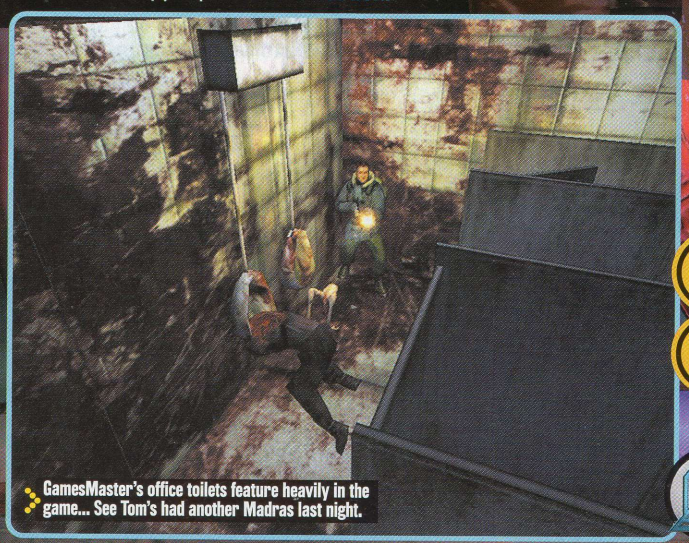
You're isolated in an Antarctic base, so ammo and equipment are in short supply. It's time to be creative.

The flame-thrower is best used on the alien, so you can save the bullets for your team mates. It's brutal.

So Grizzly It Nicks Picnic Hampers!

This isn't the type of game you should slap on after playing *Lego Racer*. This is a mature experience that has been out of short trousers for a long time now. Never mind the sinew-splattering alien killings, there are also shotgun suicides and violent vomiting to turn the stomach. Expect this game to come with appropriate certification.

If your team mates become scared they will actually take their own life rather than carry on. Gaming suicide!


GamesMaster's office toilets feature heavily in the game... See Tom's had another Madras last night.

GOOD COP BAD COP

Attempts to be more than a standard survival horror in order to do the film justice. Good on 'em.

If the trust/fear device isn't convincing, it could undermine the whole game. And then where would we be?

WHERE IT'S AT

It's expected much later this year, so why don't we just wait here... see what happens...

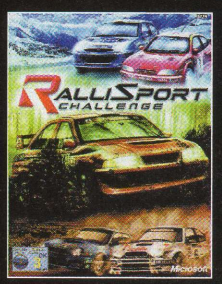
DRIVE SOMEWHERE DIFFERENT.

Fancy yourself behind the wheel do you? Let's find out what you're really made of, whether it's Ice Racing, Hill Climb or in the Rally and RallyCross events. There's over 45 gear crunching tracks to test your mettle in any of 29 souped up cars. Think you can ton it on ice? Handbrake turn on gravel? Go on, we dare you. As computerandvideogames.com so eloquently put it: 'Sweet Jesus. If this, a launch game, packs this level of visual punch, what sort of Xbox™ games are we going to be seeing a year from now?' RalliSport Challenge. Separates the men from the boy racers.

XBOX

ONLY ON XBOX

www.xbox.com/uk/rallisport PLAY MORE. PLAY RALLISPORT CHALLENGE.



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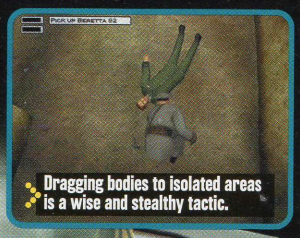
OUT: APRIL | FORMAT: PC | PRICE: £35 | DEVELOPER: IO INTERACTIVE | PUBLISHER: EIDOS | SPECIAL FEATURES: NONE | OTHER FORMATS: PS2 | CALL: 020 8636 3261 | PLAYERS: 1

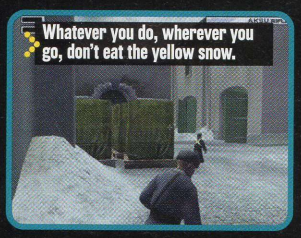
PREVIEWER

Kieron Gillen

Compare overcoats with similarly burly men. You know you want to.



Dragging bodies to isolated areas is a wise and stealthy tactic.



Whatever you do, wherever you go, don't eat the yellow snow.

Hitman 2: Silent Assassin

LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDAT

Hitman baby **one more time.** Grab your cheese wire for the sequel to last year's deadly **assassinate-'em-up...**

I always wanted to be a hitman. Every time I went to the career's officer I told her, "Miss, I wanna be a hitman". Fat lot of use *she* was. Sent me to be a butcher, a fireman, a suppository-salesman and – finally – a games journalist. But that first desire always pulsed inside me.

Which made my excitement upon actually hearing about the first *Hitman* almost endless. Brilliant! Except not, as the free-form gang-land killings' ideas were much better than the game's execution (no pun intended). However, the team's back with another crack. What have they planned for us?

SOUPED-UP

Graphically, the engine's had a general upgrade. The field of view before the dreaded fog crept in was distinctly limited in the original, but here it's been pushed back a few hundred metres. Also, in an ever-popular move, the polygon count of the models has been increased. From Fancy, to Fancier.

In play terms, it's a case of some minor yet important tweaks. Firstly, the saving position has changed. In *Hitman* they thought "Oh no!". But now they think "Oh yes!", letting you store your progress wherever you want. However, the number of times you save is figured into the end-of-level stats, reducing your score. It's now possible to switch to a first-person view at any time too.

You may have noticed that it's less a complete rethink than a careful knocking away of the original's many rough edges. And perhaps that isn't a bad thing. While the original attracted a small, devoted fan-base – and 400,000 sales – most considered its idea sexier than the game proper. *Hitman* was an oh-so-nearly great game. Perhaps IO's second shot will do the job, and allow me to fulfil my deepest fantasy.

> "... a careful **knocking away** of the original's **rough edges**..."

Those guards. They really should learn to pay some more attention. Like... pttth.

Softography

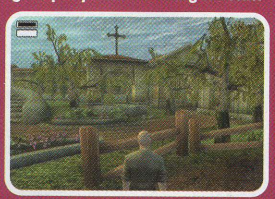
These guys have also made...

Hitman: Codename 47 .....63%

Jamaica?

No, she went of her own accord. Which is exactly what *Hitman* did when changing the setting of one mission from Afghanistan to Morocco. Perhaps murder in Afghanistan is taboo nowadays. Don't ask us.

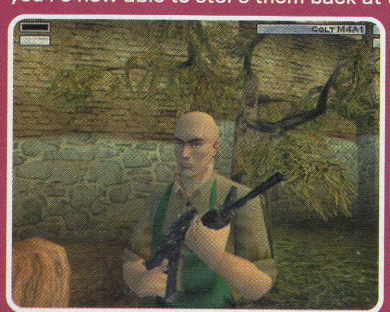
Saint Petersburg is pretty. And it's a great party. I feel like killing someone.



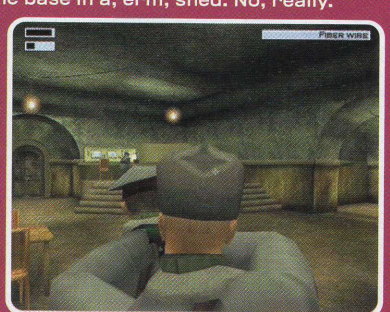
Sicily, your HQ, is a lovely place to rest. No one to kill here, though.

I Kill You, In the Name Of...!

Money, of course. All hail advanced capitalism. From your base in a Sicilian Monastery, where you've been sticking your feet up between the original and its sequel, you travel all over the world meeting interesting people and silently slaying them. And rather than having to purchase new weapons each time you go on a hit, like you do in the original, you're now able to store them back at the base in a, erm, shed. No, really.



The Colt MA412422425 (or some such similar macho weapon) is an update of the old fashioned M16.



The Fibre-wire allows assassination from behind and avoids magnetic detection. Also good for slicing cheese.

Mr Hitman spent much of the game like a psychopathic Mr Ben, dressing up to slay.

GOOD COP BAD COP

One of the best, most amoral games of late. Controversy is in fashion at the mo. Can't go wrong with a garrotte.

The first wasn't as good as it should have been. The code we've seen is rough – and it's not long to release.

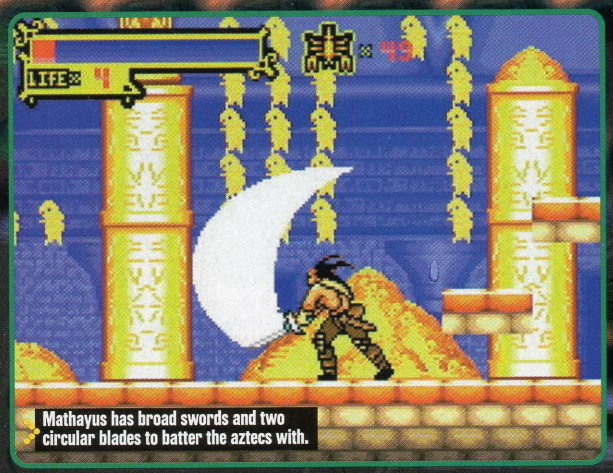
WHERE IT'S AT

Should be available for review in the next two months, meaning much hard work in the meantime.

THE SCORPION KING

GAME BOY ADVANCE

OUT: JUNE | **FORMAT:** GBA | **PRICE:** £35 | **DEVELOPER:** WAYFORWARD TECHNOLOGIES | **PUBLISHER:** UNIVERSAL INTERACTIVE | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** GC | **CALL:** 0118 920 9100 | **PLAYERS:** 1



Mathayus has broad swords and two circular blades to batter the aztecs with.

Rotating platforms and golden coins disguised as scorpions are old hat.

▲ These graphics don't look much different to GBC games. GBA deserves better.

▲ Mathayus makes himself a triple scorpion sarnie and kills the Mummy.

The Scorpion King: Sword of Osiris

He **rules the WWF**, helped **launch Xbox** and now The Rock has **his own game!**

REVIEWER: Richard Melville

Have you seen *The Mummy Returns*? If so you'll have seen a brief flash of The Rock who starred as the Scorpion King.

The hard one now stars in the film *The Scorpion King*, playing hero Mathayus.

And now you can play as him in the GBA game of the film. It's an old skool platformer with pixel-perfect jumps, rope climbing and spike-filled pits all being part of the action.

Mathayus and playable partner Cassandra are after the elusive Scorpion Stone before it is found by Aztec bad boy Menmon who wants its power to rule the world.

Will the old fashioned style and familiar gameplay be enough for GBA owners used to *Super Mario Advance 2* and *Sonic Adventure*? Find out next issue.

GOOD COP BAD COP

The split character gameplay could work well, and there's a lot of plot included from the forthcoming film.

Currently, *Scorpion King: Sword of Osiris* looks bland and old fashioned against *Super Mario Advance 2*.

WHERE IT'S AT

Scorpion King: Sword of Osiris will be out in June when The Rock hits your local cinema as *The Scorpion King*.

OUT: APRIL | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** GAME ARTS | **PUBLISHER:** UBI SOFT | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** DC | **CALL:** 01932 838 230 | **PLAYERS:** 1

Bar Brawls!

Check the bar at the bottom of the screen to keep track of your own power and recovery time, as well as your enemy's.

▲ Picking attacks is easy with combat icons. There's a guide to each one too.

▲ Ryudo attacks as spidey recovers, jumping in with a Tenseiken Slash!

▲ When an enemy is attacked, sparks fly and massive hit points appear.

REVIEWER: Richard Melville

Grandia 2

With *FF10* **still a way off**, Ubi Soft have **the missing link** for **PS2 RPG fans.**

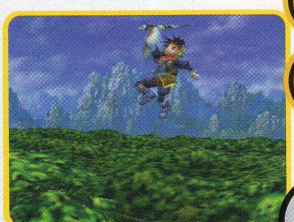
If *Final Fantasy* hadn't come along, chances are Japanese RPGs would look like *Grandia 2*.

Based on the year old DC game, *Grandia 2* puts you in control of spiky-haired hero Ryudo in a fantasy land. From odd stories like having to accompany singer Elena to her church in order to save the world to random battles in open forests, *Grandia 2* will delight hardcore RPG fans.

There are two points that make *Grandia 2* different from the rest: the in-game camera can be rotated 360° with the shoulder buttons and, more importantly, the battle system is refreshingly involving. Rather than hanging about waiting for your next turn, a time-based attack meter appears, and you can make use of idle time by preparing your attack and attempting a counter attack. The easy-to-use icon system means that battles are rapid and exciting, even for RPG novices.

A year ago, *Grandia 2* looked great on DC but will it be as good on PS2 in '02? Find out next issue.

Find warbler Elena in Carbo Village, a popular hang-out for bearded pensioners.



▲ Skye may be a nuisance but he can help you get from one scene to another.

GOOD COP BAD COP

A lengthy quest and a proven track record on DC is sure to provide value for money gaming.

Looks a bit old fashioned by today's standards. The visuals aren't quite as sharp as the DC version.

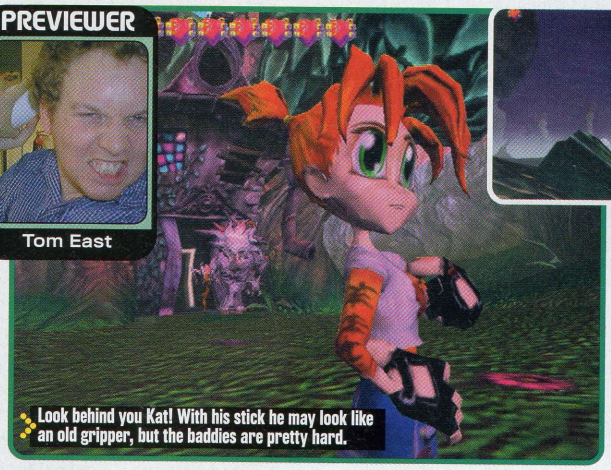
WHERE IT'S AT

Ubi Soft need to get rid of those in-game borders, then we should see *Grandia 2* in April. Review next issue.

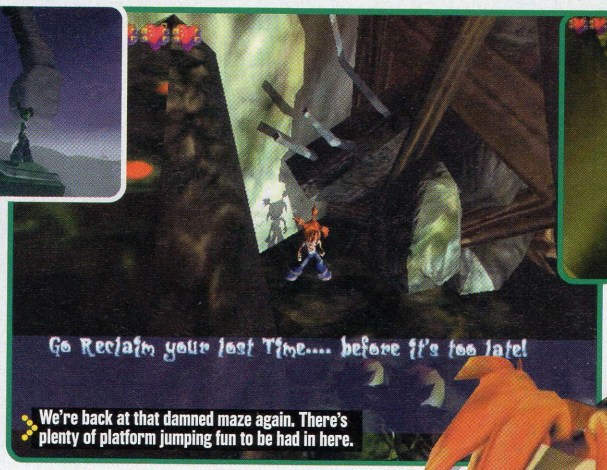
OUT: NOVEMBER | **FORMAT:** XBOX | **PRICE:** £40 | **DEVELOPER:** ARGONAUT | **PUBLISHER:** VIVENDI UNIVERSAL | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PS2, GC | **CALL:** 0118 920 9100 | **PLAYERS:** 1

PREVIEWER

Tom East

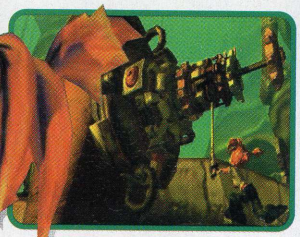


Look behind you Kat! With his stick he may look like an old gripper, but the baddies are pretty hard.



We're back at that damned maze again. There's plenty of platform jumping fun to be had in here.

If you tumble off a ledge or get nailed by one of the dog's gang, you'll go straight back to the spot where you snuffed it.



Kat charges up her hammer by bashing it into a reactor. Now she should be able to try on her metal suit.

Malice: Kat's Tale

LATEST SHOTS • UPDATE • LATEST SHOTS • UPDATE • LATEST SHOTS • UPDATE • LATEST SHOTS • UPDATE • LATEST SHOTS • UPDATE • LATEST SHO

A giant dog is taking over the world and only a ginger girl can stop him. It's hammer time!

Memory Maze!

It's not scary, but having to memorise the pattern of the moving platforms will make you scream like a baby.

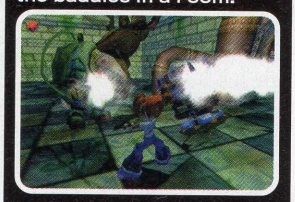
You haven't got a hammer to play with on this level, so you'll have to leap over the mechanical spiders.

You need to collect all of the cogs to get the platforms moving so that you can power up the universe.

Put the cogs in a vending machine and the platforms start moving. All you have to do is memorise the order.

Malice PS2!

Please hammer hurt 'em – as MC Hammer nearly said. These PS2 shots show Kat hauling back her huge hammer. By pressing a few buttons together you can roll it on the ground and squash all the baddies in a room.



Malice on PS2 is the same as the Xbox version. Whichever you buy, she'll slap baddies with her hammer.

It takes a bit too long to heave the hammer back, so expect to be bitten before you pulp the rats. Annoying.

***Malice* was billed as Xbox's answer to *Mario* when it was unveiled back in January 2001.**

Now it's on PS2 as well, but as *Munch's Oddysee* failed to do the business for Xbox, this mallet-assisted platformer is Bill's big hope.

The hammer-wielding star Kat isn't exactly Lara Croft, but she has got some powerful weapons. And she'll need 'em to get through all 22 lush platform levels. An ancient Fire Dog demon with nuclear powers is threatening to set the planet ablaze.

Softography

These guys have also made...

Harry Potter PS	62%
Swat	N/A
Orchid	N/A
Alien Resurrection	90%
Croc	68%
Emperor's New Groove	54%

... time travel to stop the sharp-toothed, breathy monster...

Playing as Kat, you must travel through time to stop the sharp-toothed monster.

KAT FIGHT

We were treated to three levels of platform goodness at Universal's special event in France. First up was Pipes and Drums, which had Kat sneaking up behind baddies and twatting them with her hammer. Later on she has to stealthily sneak to get out of jail, but for now she takes on a giant rat boss. Then it was on to Juju Man's Cave, a lush level with lots of tunnels to get lost in. The final level was a tough maze where you had to memorise a sequence of moving platforms before taking leaps of faith. Tough.

Luckily you have three hammers – all with different abilities – to bash the bad guys with. Ultimately, you must get a Quantum Tuning Fork to take on the boss.

With weapons like these, *Jak and Daxter*-beating visuals and tricky puzzles, Kat could be Xbox's first platform heroine.

It's not fair. They've guns but you've only got a hammer. Get it rolling.

GOOD COP BAD COP

With extra special shadows and lighting effects, this looks far better than *Munch's Oddysee*.

Dragging back that hammer seems a bit too slow at the moment. They had better sort it out or *Malice* will be annoying.

WHERE IT'S AT

Malice was supposed to be an Xbox launch game, but it's now set for release on PS2 and Xbox in November.

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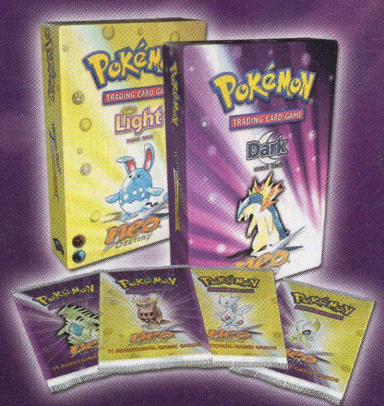

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OUT: APRIL | **FORMAT:** XBOX | **PRICE:** £45 | **DEVELOPER:** SMILEBIT | **PUBLISHER:** INFOGRAMES | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 020 8343 7337 | **PLAYERS:** 1

PREVIEWER

Alistair Bell

In level one, the landscapes of Tir na Nog are filled with alien nesting sites and ruined space buggies.

Once your blaster gun is upgraded, you can lock-on and destroy a maximum of four aliens at one time.

▲ This ugly mutha is the first big boss in *Gun Valkyrie*. He spits lightning clouds at you and tries to stomp on your bonce.

▲ Some of the bugs in *Gun Valkyrie* would give you more than a heart attack if you saw them. This little fella loves to drop a load of his plasma turd on your head.

Gun Valkyrie

UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS!

A **space age shoot-'em-up** that was **once destined** for **Dreamcast** is now being **brought to life** on Xbox!

If you're the kind of person that runs when you see a spider in the bath, steer clear of *Gun Valkyrie*, where the bugs are as big as family cars.

Set on the planet Tir-Na-Nog, a human colony has been transformed into disgusting, insect like-creatures with an appetite for unsuspecting space heroes.

Softography

These guys have also made...

Jet Set Radio	92%
Typing of the Dead	75%
Sonic Shuffle	50%
Jet Set Radio Future	87%
The Typing of the Dead	90%
Sega Rally 2	87%

Playing as Kelly O'Lenmey of the Gun Valkyrie organisation, you must gun them down.

TO THE RESCUE

Luckily you have a robot suit armed with guns and a jetpack to help you battle through 10 huge levels and retrieve the humans trapped within the alien scum.

Gun Valkyrie shows off the power of Xbox well. Level one is gorgeous as you clamber through a vast space valley with a multi-coloured skyline, strange plants, alien spider webs, wrecked machinery and towering rock formations scattering the landscape.

But you won't have time to admire your surroundings, as enemies from four-legged spiders to snot-spitting face huggers soon discover you. Use your Gearskin space suit and weaponry to finish them.

The game uses a unique control system where the double analogue sticks let you strafe and shoot in different directions at the same time. The right shoulder button operates your weapon (whether it be a rapid firing machine gun or a missile blaster) and the left button turns on your hover pack.

...retrieve the human life forces trapped in the hordes of alien scum...

Once in Hover mode, the left analogue stick lets you pull off aerial stunts so that you can evade enemies and climb to higher ledges.

As you progress, you'll master new weapons to help you, the first of which lets you lock-on and destroy multiple enemies with a Heat Blaster.

Gun Valkyrie is looking good and, with *Crazy Taxi Next* and *Sega GT* on the way, Xbox will see some great Sega games.

Gearskin!

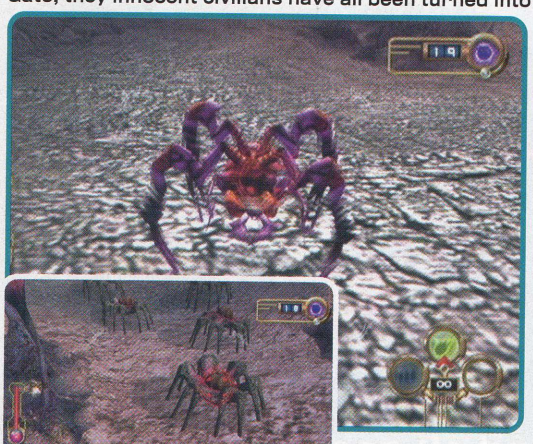
As you progress through the game, you will learn new abilities for your Gearskin space suit. Each ability will help you take out the bad guys more easily or let you reach higher areas in the game. By using the left analogue stick, all sorts of aerial manoeuvres can be pulled-off.

▲ As long as you have enough booster power, you can fly like Superman and blast the bugs from high above them.

▲ All sorts of side-flips and somersaults can be used to make your life a lot easier on planet Tir-Na-Nog.

Trapped in This Body, It's a Bug's Life!

The people of planet Tir-Na-Nog were once ordinary human beings just like us. But, thanks to the shenanigans of Dr Hebble Gate, they innocent civilians have all been turned into alien bugs. Just take a look at the state of some of these freaks...



▲ Bet you're glad you don't find these guys running along your garden path. You'd need *big* shoes to crush 'em.

This is Tir-Na-Nog's equivalent of a wasp – it's ugly and has a nasty sting. Picnics are murder.

GOOD COP BAD COP

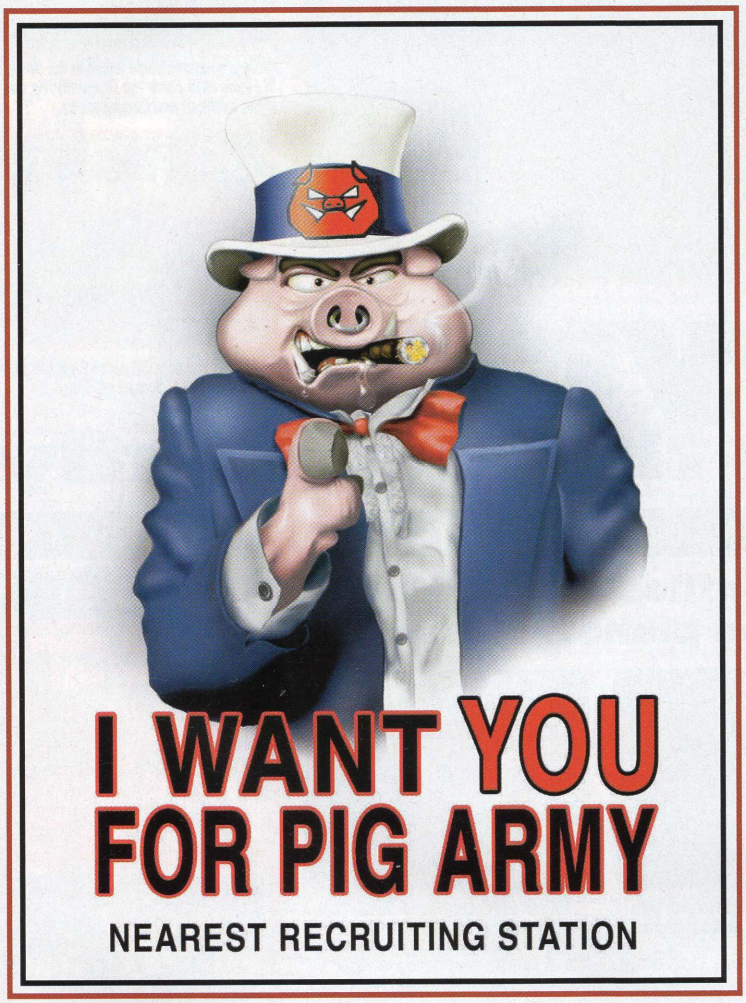
Smilebit's last project was *Jet Set Radio Future* – one of the best looking games ever. *Gun Valkyrie* looks almost as good.

Repeatedly shooting down aliens is good fun, but could prove a touch repetitive after a few levels.

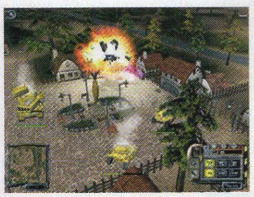
WHERE IT'S AT

Due for release in Britain in April (it's already out in Japan), we'll bring you a full review of the game next issue.

CHOOSE YOUR SIDE

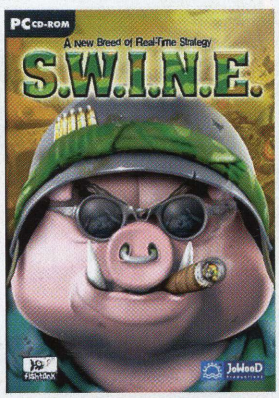


"Fantastically good looking"
- PCG



S.W.I.N.E.

Unlike any other war game you've ever seen



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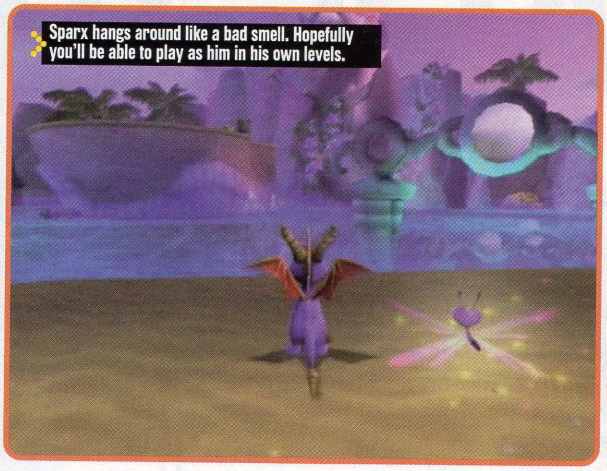
OUT: NOVEMBER | FORMAT: PS2 | PRICE: £40 | DEVELOPER: UNIVERSAL INTERACTIVE | PUBLISHER: VIVENDI UNIVERSAL | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0118 920 9100 | PLAYERS: 1

PREVIEWER

Tom East

Spyro can only glide for a certain amount of time before falling.



Sparx hangs around like a bad smell. Hopefully you'll be able to play as him in his own levels.

▲ Spyro has the same tricks in the *Season of Flame* as in *Enter the Dragonfly*. He can glide, headbutt and flame baddies.

▲ Spyro's monkey pal Agent 9 gets to work in the GBA game, *Season of Flame*.

Spyro: Enter the Dragonfly

T SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAM

Ripto returns to steal more dragonflies from under the nose of the cutest dragon on the planet! Bless...

Saving dragonflies with a cute dragon isn't something you'd brag about to your mates. But, although *Spyro* looks twee, his PSone games were as good as *Ape Escape* and *Crash Bandicoot 3*.

Universal's newie has had a polish and looks like it could challenge *Jak and Daxter* to be PS2's best platformer.

Once again, the dragons were partying at the Year of the Dragon festival when Ripto wandered in and nicked loads of dragonflies, which are vital in Spyro's world as they're the source of magic.

Softography

These guys have also made...

Spyro: Season of Ice	89%
The Mummy Returns	69%
Crash: Wrath of Cortex	69%
Spyro: Year of the Dragon	75%
Crash Bandicoot X/S	80%
Lord of the Rings	N/A

On Yer Sparx

Luckily, Ripto hasn't nicked Spyro's dragonfly pal, Sparx. With him in tow, you glide around gorgeous levels collecting gems, saving 'flies and nailing Ripto's rabble. Despite the missing insects, Spyro's power has increased. In addition to his flame breath, he now has ice, bubble and electric attacks.

You'll have to use different attacks for certain enemies – if you try and flame a robotic dinosaur it will have no effect, but blast him with electricity and he'll blow up. Although you've more power, Universal assure us that the puzzles will be trickier this time.

▲ Spyro *can* swim underwater, but here he chooses to glide over to the platforms.

▲ Heights don't scare Spyro. He can glide over the water to far away platforms.

... as well as flame breath, Spyro has ice, bubble and electric attacks...

It's a prettier version of the PSone *Spyro* games, so you'll also bomb around in top vehicles and play ace minigames. Don't expect *Mario* greatness, but this could be a quality platformer. If only Spyro didn't look like My Little Pony with bad breath...

Spyro GBA!

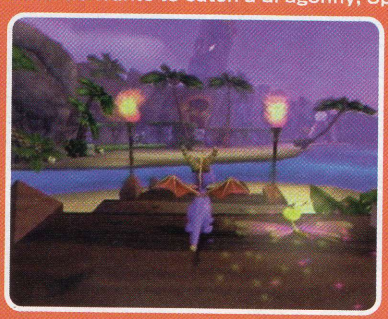
Unfortunately, Spyro's pals from the PSone platformer *Year of the Dragon* don't feature in the new PS2 game. No worries, Sheila the kangaroo and Agent 9 have both managed to hop on to this new GBA adventure, *Spyro: Season of Flame*.

▲ Use Sheila the kangaroo to bounce up to the higher platforms that are out of Spyro's reach.

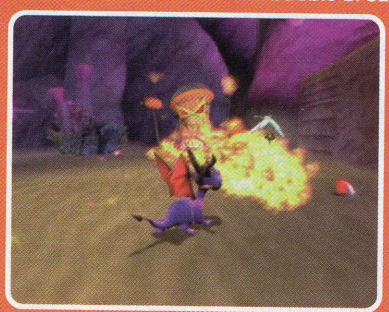
▲ It's the hot sequel to *Spyro: Season of Ice*.

What a Scorcher!

Spyro's gained new ice and electric powers for *Enter the Dragonfly*, but he can still rely on his trusty fire breath to wipe out some of Ripto's rabble. And, as in *Spyro: Year of the Dragon*, his breath's pretty powerful and can wipe out enemies with one small blast. But if he wants to catch a dragonfly, Spyro will have to use his new bubble breath.



▲ When Spyro glides over to the sand he enters a world of pain, as Ripto's barmy army storm the beaches.



▲ Once you've flamed this lot, grab the gems. You need them to pay Moneybags to enter the later levels.

▲ When Spyro sneezes, balls of fire stream from his nostrils. The special flame effects have been ramped up.

GOOD COP BAD COP

The puzzles are tricky. It looks a bit kiddy, but you'll be playing *Spyro* for 30 hours before you complete it.

This looks like a souped-up version of the PSone adventures. Don't expect anything original here.

WHERE IT'S AT

Both *Spyro: Enter the Dragonfly* and *Season of Flame* will hit the shops before Christmas.

WWW.FANZ.CO.UK

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Angel - Shaggy	111114	If I Let You Go - Westlife	111326
Its Raining Men - Geri	111117	Always Come Back - Sam Mumba	111328
It Wasn't Me - Shaggy	111118	Gotta Tell You Samantha Mumba	111329
Play - J-LO	111122	Fill Me In - Craig David	111332
Lady Marmalade - Christina Aguilera	111123	Seven Days - Craig David	111333
Bills Bills Bills - Destinys Child	111135	Walking Away - Craig David	111334
Jumpin - Destinys Child	111136	Scream If You Wanna - Geri Halliwell	111338
Pure Shores - All Saints	111156	All Or Nothing O Town	111339
Rock DJ - Robbie Williams	111160	Who Let The Dogs Out - Baha Men	111347
American Pie - Madonna	111163	Little Respect - Wheatus	111358

Hottest Tones

Evergreen - Will Young	111659
It's In Your Eyes - Kylie Minogue	111639
A World Of Our Own - Westlife	111654
Different Point Of View - DB Boulevard	111662
True Love Never Dies - Flip And Fill	111655
Whenever Wherever - Shakira	111661
Addicted To Bass - Puretone	111636
Always on Time - Ja Rule	111644
What About Us? - Brandy	111656
Ever So Lonely - Jakatta	111657
To Get Down - Timo Maas	111658
Moi, Lolita - Alizee	111660
A Mind Of Its Own - Victoria Beckham	111663
Crazy Rap - Afroman	111631
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Can't Get You Out Of My Head - Kylie	111388
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Hero - Enrique Iglesias	111642
Caught In The Middle - A1	111643
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Lovely - Bubba Sparxxx	111647
Caramel - City High feat Eve	111648
B With Me - Mis-teeq	111649
Hey Baby - No Doubt	111650
Do Wah Diddy - DJ Otzi	111564
Bad Babysitter - Princess Superstar	111651
I Think I Love You - Kaci	111653
Am to Pm - Christina Milian	111635
Somethin Stupid - Robbie Williams	111556
Gotta Get Through - Daniel Bedingfield	111545
Because I Got - High Afroman	111454
Hey Baby (Uhh, Ahh) - DJ Otzi	111446
Haterz - So Solid Crew	111574
You - S Club 7	111652
Its Love - GoldTrix	111637
Girls Girls Girls - Jay Z	111634
On The Radio - Nelly Furtado	111627
My Sweet Lord - George Harrison	111628
Drifting Away - Lange	111638
Diddy - P Diddy	111629
Overprotected - Britney Spears	111630
Points Of Authority - Linkin Park	111621
Will I - Ian Van Dahl	111547
You Can't Change Me - Roger Sanchez	111573
Catch - Kosheen	111598
Handbags And Gladrags - Stereophonics	111599
Lately - Samantha Mumba	111619
Words Are Not Enough - Steps	111600
They Don't Know - So Solid Crew	111519
Crying At The Discotheque - Alcathazar	111586
Got You - Pharaoh Monche	111587
Smooth Criminal - Alien Ant Farm	111377
Who Do You Love - Riva/Danni Minogue	111554
Have You Ever - S Club 7	111543
You Are - Atomic Kitten	111542
Resurrection - PPK	111550
Rapture - iio	111491
Fight Music - D12	111504
Where's Your Head At? - Basement Jaxx	111503
One Night Stand - Mis-teeq	111498
Calling - Geri Halliwell	111568
Everybody - Hearsay	111566
What If - Kate Winslett	111565
Bad Boy 4 Life - P Diddy	111394
Walk On - U2	111563
Party Hard - Andrew WK	111561
Hit Em Up - Blu Cantrell	111560
In Too Deep - Sum 41	111559
Paid My Dues - Anastacia	111555
Outside - Staind	111551
Free - Lighthouse Family	111546
Dance And Shout - Shaggy	111544
Emotion - Destiny's Child	111541
If You Come Back - Blue	111539
Queen Of My Heart - Westlife	111518
The Music's No Good Without You - Cher	111517
I'm Real - J-LO	111514
Bohemian Like You - Dandy Warhols	111513
Fallin - Aalicia Keys	111511
Don't Need the Sun To Shine- Gabrielle	111506
Closer To Me - Five	111505
Im A Slave 4 U - Britney Spears	111497
You Got It Bad - Usher	111490
In The End - Linkin Park	111489
Flawless - The Ones	111488
Side - Travis	111486
First Date - Blink 182	111485
Smash Something - Redman	111478
Step On My Old Size 9s - Stereophonics	111477
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Clint Eastwood - Gorillaz	111184	Too Close - Blue	111380
Pure and Simple - Hearsay	111185	Stuck In The Middle with U - Louise	111383
Teenage Dirtbag - Wheatus	111186	Take My Breath - Emma Bunton	111384
Electric Avenue - Eddie Grant	111187	Mambo No.5 - Bob The Builder	111389
Thong Song - Sisqo	111190	Rock My World - Michael Jackson	111393
I Try - Macy Gray	111192	Chain Reaction - Steps	111421
Its Gonna Be Me - NSYNC	111194	Come On Over - Samantha Mumba	111444
If I Let You Go - Westlife	111196	You're my Mate - Right Said Fred	111460
Every Morning - Sugar Ray	111201	Uptown Girl - Westlife	111467
Bootylicious - Destiny's Child	111214		
Butterfly - Crazy Town	111216		
Thank You - Dido	111224		
19-2000 - Gorillaz	111228		
Show Me the Way - Hearsay	111229		

Themes

Mission Impossible	111121
Only Fools And Horses	111369
Harry Potter	111548
Winnie The Pooh	111613
The A Team	111115
James Bond	111119
Spiderman	111645
The Good, The Bad & The Ugly	111181
Muppets	111134
Benny Hill	111139
Rocky	111141
Scooby Doo	111142
633 Squadron	111608
Blackadder	111609
Formula One	111610
Red Dwarf	111611
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Ghostbusters	111455
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Rainbow Theme	111562
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The Terminator	111602
Batman	111606
Pinky And The Brain	111607
Battlestar Galactica	111464
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Blind Date	111482
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Star Wars - Cantina Theme	111124
Star Wars - Main Theme	111125
The Flintstones	111465
Superman	111143
Match of the Day	111126
Knight Rider	111127
Popeye	111129
Postman Pat	111131
Pink Panther	111133
South Park	111144
Looney Tunes	111151
Friends	111152
Charlies Angels	111153
Dirty Dancing	111249
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Heaven Is A Halfpipe - OPM	111269		
Pop - Nsync	111273		
Lets Get Loud - J-LO	111274		
Let Me Be Your - Robbie Williams	111277		
Lets Dance - Five	111281		
Ain't It Funny - J-LO	111282		
All Rise - Blue	111293		
Don't Stop Moving - S Club 7	111294		
Dancing in the Moonlight - Toploader	111306		
Someone To Call My - Janet Jackson	111308		
Breathless- The Corrs	111318		
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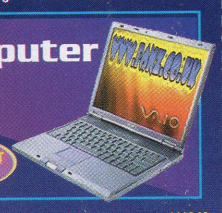

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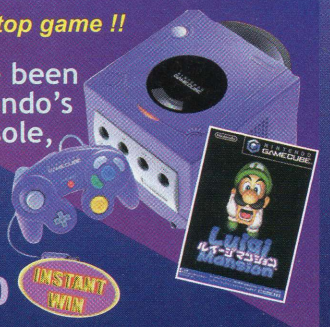

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BETH DAVID LOUISE

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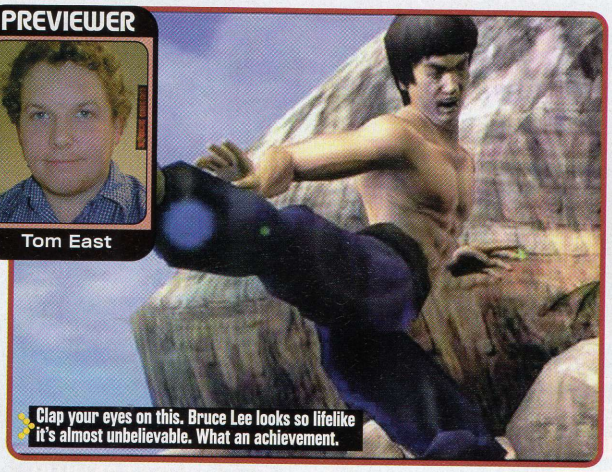
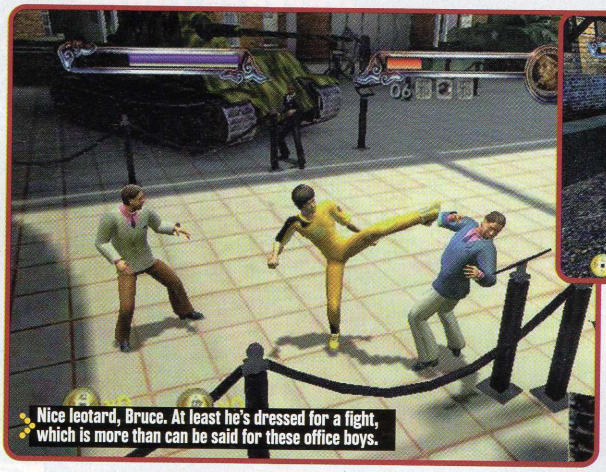
OUT: JULY | **FORMAT:** XBOX | **PRICE:** £45 | **DEVELOPER:** UNIVERSAL INTERACTIVE | **PUBLISHER:** VIVENDI UNIVERSAL | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** GC | **CALL:** 0118 920 9100 | **PLAYERS:** 1

PREVIEWER

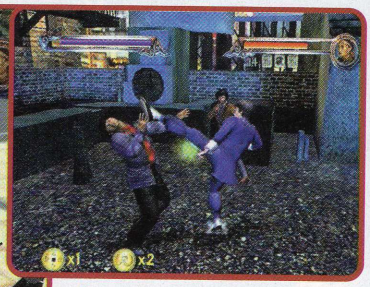
Tom East



Clap your eyes on this. Bruce Lee looks so lifelike it's almost unbelievable. What an achievement.



Nice leotard, Bruce. At least he's dressed for a fight, which is more than can be said for these office boys.



▲ A one-on-one fight for a change. Should be relatively simple to see him off.

▲ You can hide behind the wall before pouncing on the enemy.

Bruce Lee

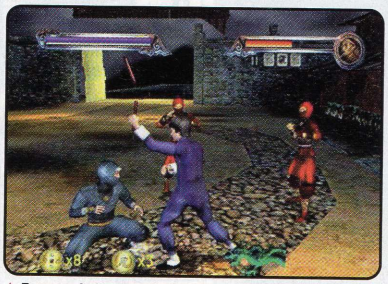
T SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GA

A **Brucey bonus for Xbox:** the **martial arts master** kicks off a **kung fu party** on **Microsoft's machine!**

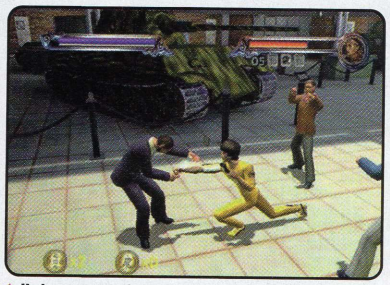
Meet the Martial Arts Master!

Bruce Lee has to take on tons of enemies all at once in this game. Time to get those Jeet Kune Do moves going.

▲ By holding down Left trigger you can lock-on to the nearest enemy and give him a good kicking.



▲ Bruce only has nunchucks in this game, but in future sequels you'll be able to use weapons from the movies.



▲ He is a master of almost all martial arts, but that doesn't stop Lee going for a classic goolies punch.

Jackie Chan may be the king of kung fu comedy, but Bruce Lee is the real deal. The martial arts master has been dead for 29 years, but he's back and kicking some ninja butt in this stunning scrolling beat-em up.

Universal have nabbed the Lee licence, but they can't use any of the storylines from his martial arts movies. Instead they've had to make one up about Bruce finding a dragon relic and rescuing his kidnapped father. That'll do. And who cares? No one watches a Bruce Lee movie for the story. This is all about martial arts moves (Jeet Kune Do to be anal), and he's got shed loads of them.

... This is all about cool martial arts moves, and he's got loads of them...

Picking up a meaty Xbox pad at Universal's games show in France, we ran around the streets of Tokyo trying some flying kicks and punches, but the developers have promised that Lee will have 120 moves – more than the average beat-'em-up.

BLACK BELT

With it's *Dead or Alive*-style fighting system, *Bruce Lee* is easy to pick up and play, but you won't have access to all the top class martial arts moves straight away. As part of the plot, you'll have to earn them. So, when you're beating up baddies in the streets of Hong Kong, London and San Francisco, you grab tokens with which to buy some new moves. He also has some nunchucks – crucial for decking the hordes of bad guys who attack all at once.

Xbox aren't hogging Bruce Lee for themselves. More Brucey beauties will hit all formats in 2003. There may be a *Tekken* style beat-'em up and the developers are promising that the PS2 adventure will be a *Metal Gear* killer. But for now we'll have to make do with this ace scrolling beat-'em-up. It's a great start.

There's no blood, but you can really see the pain in this bloke's face.

Softography

These guys have also made...

Spyro: Season of Ice	89%
The Mummy Returns	69%
Crash: Wrath of Cortex	69%
Spyro: Year of the Dragon	75%
Crash Bandicoot X/S	83%
Lord of the Rings	N/A

Boss Battles!

Bruce has to battle with 17 bosses, including a fat converse-clad Hong Kong bloke. Another is a guard wearing a straw hat – which doesn't look very scary – and there's also a female ninja to fight. They all look rock hard, and if you repeat your moves they'll learn your style and bash your head in. Smart opponents indeed.

▲ This is the female ninja. Although tough, all bosses have weak spots.

▲ This guy is so hard that he's only gone and stuck a cocktail umbrella in his head. Sheer madness.

GOOD COP BAD COP

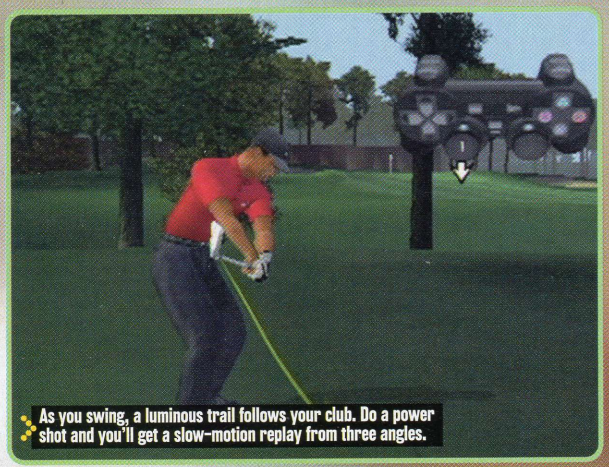
With 120 martial arts moves and *Dead or Alive 3*-quality visuals, this could prove to be a cracking fighter.

The PS2 adventure – out in 2003 – will mix fighting with stealth. Why couldn't the stealth bits be in the Xbox version?

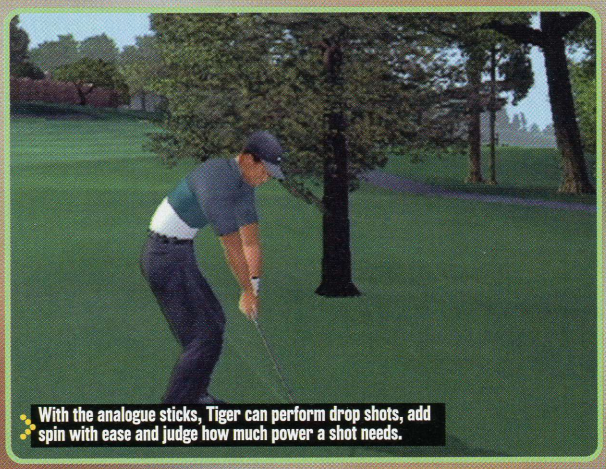
WHERE IT'S AT

***Bruce Lee* is not out in the UK until July at the earliest, but we'll keep you posted with new shots and info.**

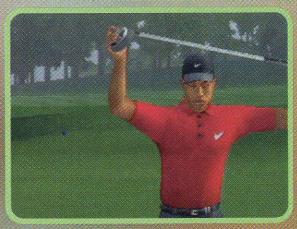
OUT: 12 APRIL | FORMAT: PS2 | PRICE: £40 | DEVELOPER: EA | PUBLISHER: EA | SPECIAL FEATURES: NONE | OTHER FORMATS: PC | CALL: 01932 450 000 | PLAYERS: 1-4



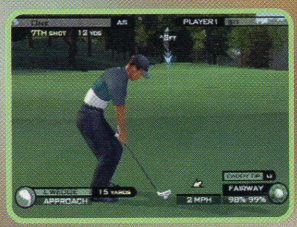
As you swing, a luminous trail follows your club. Do a power shot and you'll get a slow-motion replay from three angles.



With the analogue sticks, Tiger can perform drop shots, add spin with ease and judge how much power a shot needs.



Mr Woods keeps himself in shape through weightlifting – using golf clubs!



The Distance Meter shows how close you are to the hole – choose your clubs.

Tiger Woods PGA Tour Golf 2002

The **champion golfer** tees off on PS2 with **fantasy courses** and a **killer new swing!**

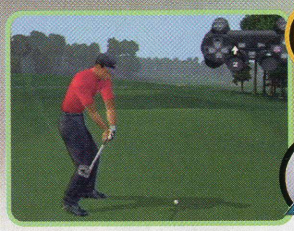
PREVIEWER: Richard Melville

Forget previous *Tiger Woods* games, full of bad voice-overs and tiger print power bars. *Tiger Woods PGA Tour 2002* looks great and could well be the best golf game on PS2 for absolutely ages.

The great new control system lets you use the analogue sticks to pull your club back before smacking your shot onto the fairway – far better than the usual swingometer.

There are four gorgeous real courses and EA have cheekily created three unlockable fantasy courses with volcanos, canyons and Tiger's own Dream 18 course. Pro and amateur golfers can be unlocked too. There's also a split-screen speed golf game – first to the hole wins!

This should be a game for Tiger to be proud of.



GOOD COP BAD COP

Visually stunning, and the new control method works really well. Could be a classic golfing game.

The amateur golfers look rather odd. There's a fat, tattooed surfer dude for a start. Slightly out of place.

WHERE IT'S AT

Tiger Woods PGA Tour 2002 is released in April and we'll have the full review next month.

OUT: JUNE | FORMAT: PC | PRICE: TBC | DEVELOPER: VIVENDI UNIVERSAL | PUBLISHER: ACTIVISION | SPECIAL FEATURES: ONLINE | OTHER FORMATS: XBOX | CALL: 0118 920 9100 | PLAYERS: TBC

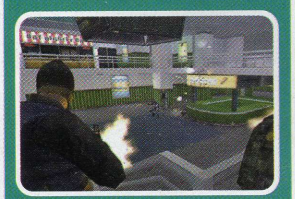
Counter-Strike: Condition Zero

Unplug your **network cable.** You **won't be needing it** for this blaster!

PREVIEWER: Tom East

Strike Team!

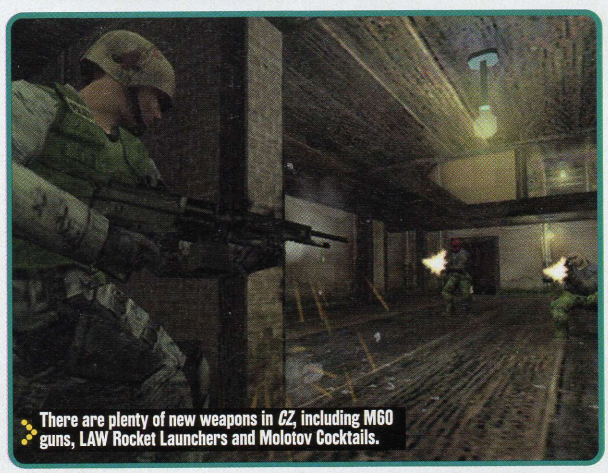
Condition Zero is a team game, so you'll have to carefully select who's going to be in your squad for each mission.



There is a training mission which teaches you about squad tactics.

You can do the first mission alone, but you'll need help when it gets tough.

Your team mates keep you posted. They even tell you when they reload.



There are plenty of new weapons in *CZ*, including M60 guns, LAW Rocket Launchers and Molotov Cocktails.

Fragging hell! *Counter-Strike: Condition Zero*, sequel to the biggest online multi-player game ever, is now a single-player FPS.

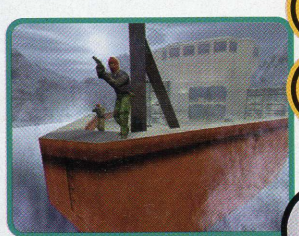
But just 'cos *Condition Zero* isn't a multi-player game, doesn't mean there'll be less hardcore fraggage.

At Universal's game show, Sierra showed us a Japan-based level where we had to rescue hostages. But after five seconds, tons of enemies came to gun us down.

Complete some of the 200 challenges and you'll be given cash to buy new weapons, train your troops or even buy more experienced soldiers.

The challenges are nails too. One demands that you complete a mission without reloading and another has you stuck in a fort waiting to gun down all 12 blood-thirsty enemies waiting outside.

The good news is there will be some multi-player and co-op modes, and anyone who buys *Condition Zero* will get a copy of the original *Counter-Strike*. Whether this will satisfy *Counter-Strike* fans aching for an online sequel remains to be seen.



We can't wait to get involved in a huge frag fest on this ship. It looks ace.

GOOD COP BAD COP

After the main mission, there are hundreds of challenges to get involved in. *Condition Zero* will keep you busy.

Many *Counter-Strike* fans will be annoyed that this isn't another online multi-player game.

WHERE IT'S AT

The exact release date hasn't been confirmed, but expect it on the shelves before the end of June.

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IF YOU DIE, SHE DIES. IF SHE DIES, YOU DIE.

You are Ico, banished inside the evil Queen's castle alongside the beautiful princess. Her fate is in your hands.
If you are to find magical portals, escape routes and evade enslaved spirits you must work together. Trust is the key.

uk.playstation.com

PlayStation.2
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PS2 PlayStation 2

GamesMaster TIPS

THE HOTEST TIPS FOR THE LATEST GAMES!... THE HOTEST TIPS FOR THE LATEST GAMES!... THE HOTEST TIPS FOR THE LATEST GAMES!... THE

TIPS MISTRESS

Hello there! Code Girl here. I'm here to bring you the very finest cheats, codes and game-busting guides every issue. If you've found a top tip or are tearing your hair out with a game, drop us a line, and send it in with the coupon (or a copy) on page 67. And for a bonus tip this month, never tattoo your girlfriend's name to your heart.

Code Girl

NU-CODE GIRL PASSES ONLY THE COOLEST LETTERS TO OUR TIPS MASTERS! WRITE TO US NOW!

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THE GUIDE

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KICK SOME COVENANT ASS! IT'S THE MOST EXCITING GAME RELEASE IN YEARS, AND WE'VE GOT THE MOST EXPLOSIVE GUIDE AROUND!

TIPS EXPRESS
LATEST CHEATS!

p48

MASTER CLASS
YOUR TIPS!

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CONSOLETATION ZONE
YOUR QUESTIONS!

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ARE YOU A GAMESMASTER? SEND US YOUR TIPS P.54

TIPS EXPRESS

Criminal *State of Emergency* cheats unveiled, *Tekken Advance* tackled and *Serious Sam: The Second Encounter* sorted right out!

THE LATEST GAMES BUSTED WIDE OPEN • THE LATEST GAMES BUSTED WIDE OPEN • THE LATEST GAMES BUSTED WIDE OPEN • THE LATEST GAMES

PS2

KICK UP A CASE OF TOTAL URBAN CARNAGE!

STATE OF EMERGENCY

The streets can be a tough place, but with our cheats you can skip levels, become invincible and knock the head off anyone you fancy with a single punch. Got a problem with that? Enter all these codes while in game.

Invincibility
L1, L2, R1, R2, ⊗.

Skip Missions
←, ←, ←, ←, △.

Infinite Ammo
Make sure you're not holding a weapon and press L1, L2, R1, R1, △.

Infinite Time
Press L1, L2, R1, R2, ○.

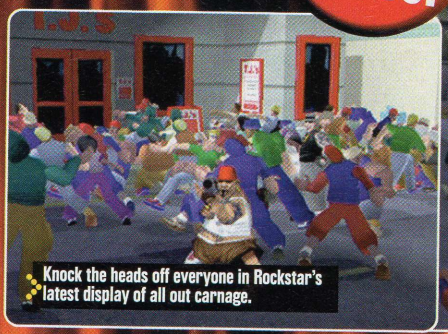
Super Punch
Press L1, L2, R1, R2, □.

Small Characters
Press R1, R2, L1, L2, ⊗.

Large Characters
Press R1, R2, L1, L2, △.

WREAK RIOTOUS HAVOC!

The pyjama brigade are in town, and they aren't very happy!



Knock the heads off everyone in Rockstar's latest display of all out carnage.

Watch as civilians flee in terror, then chuckle as you use cheats to alter their size.

PC

BECOME GOD!

SERIOUS SAM: THE SECOND ENCOUNTER

▲ Once you're in God mode, you can make all enemies disappear with your magic machine gun.

Make *Serious Sam* more lighthearted with a God mode cheat that lets you fly above the clouds.

Press ` in-game and use the following codes:

Fly Mode
Fly Mode please

God Mode
God Mode please

All Items
Give All Items please

Kill All Enemies
Kill All Enemies please

100 Health
Refresh

▲ Cure his bellyache with some hefty firepower, then fly away with our gravity-defying cheats.

GET SOME ALIEN AIR!

▲ Take aim and nail the bugger right between the eyes!

PlayStation

SHARP SHOOTIN' TIPS!

TIME CRISIS: PROJECT TITAN

TOP TITANIC TRICKS!

▲ The enemies are so hard they wear shades. Use Extra Lives and you'll eventually blast the posers.

Getting shot in the ass and losing your Continues just before you complete the game? We've found a little secret to give you extra lives.

Extra Lives
Kill 30 enemies without missing and you'll gain an extra life. In Easy mode, you only have to kill 20 enemies in a row.

GAME BOY ADVANCE

PORTABLE PUNCHING!

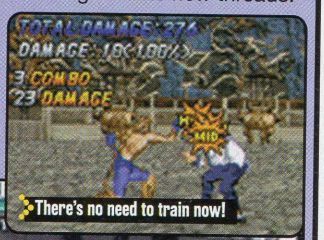
TEKKEN ADVANCE

TAKE ON EVERY FIGHTER!

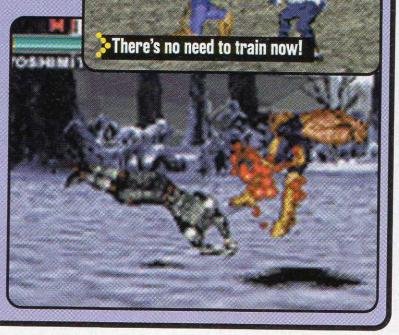
Want the full line-up of characters in the handheld classic without doing any work? Step into the ring and we'll show you how. We'll even tell you how to get some new threads.

Unlock All Characters
On the main menu, hold A and B, then press L, R, R, L, L, Up, Up, R.

Alternative Costume
Choose your character by pressing Start to find yourself in a different get-up.



There's no need to train now!



▶ They should do a nice range of mink coats for these outdoor levels.

XBOX

HOLY HANDY HINTS!

BATMAN: VENGEANCE

BATMAN BUSTED!

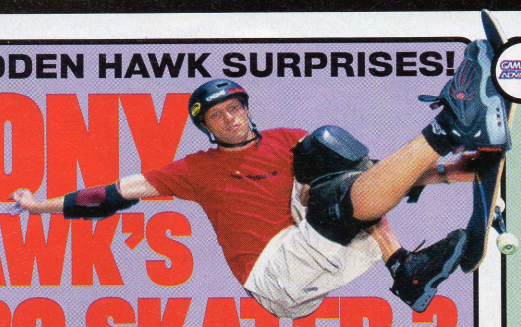
Infinite Batlauncher
Press ○, □, ○, □, L1, R1, L2, R2 at the main menu.

Infinite Handcuffs
Press □, ○, □, ○, L2, R2, R2, L2 at the main menu.

All Cheats Enabled
Press L2, R2, L2, R2, □, □, ○, ○ at the main menu.

HIDDEN HAWK SURPRISES!

TONY HAWK'S PRO SKATER 3

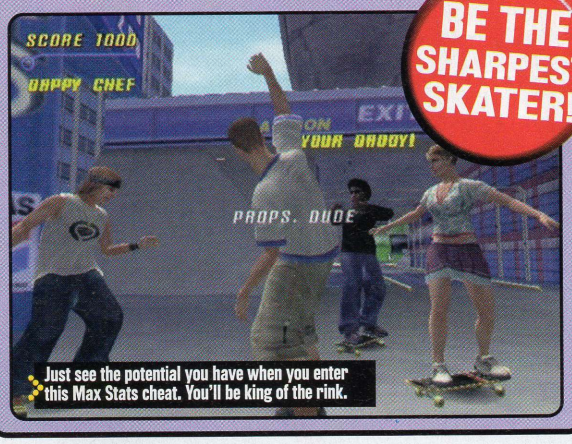


Building your skater skills is hard if you're not playing as the Hawkster. Why not indulge yourself by maxing your skills and unlocking a full cheat menu?

Ultimate Cheat Menu
Go to the Options menu and select Cheats. Enter ULTIMATE to unlock all cheat options.

Max Stats
Go to the Options menu and select Cheats. Enter PUMPMEUP to get Max Stats.

BE THE SHARPEST SKATER!



Just see the potential you have when you enter this Max Stats cheat. You'll be king of the rink.

IT TAKES TWO TO TANGO!

SONIC ADVANCE

Life is lonely for Sonic. Add companionship in the form of Tails and you can play through the game as a cute duo.

Play as a Duo
Highlight Sonic on the Character Select screen, then highlight Tails and press Down. Highlight Knuckles and press L, then highlight Amy and press R. Now properly select Sonic by pressing A.

GET PAIRED UP!

Bouncing around like a pinball can be a lonely sport. Get Tails in on the action. It takes two!

Playing with two characters, you should have no probs getting those rings.

HACKERS PARADISE

MAXIMO: GHOSTS TO GLORY

Surprised that this cutesy platformer is actually as hard as nails? Whip out your Action Replay system and enter these codes for maximum glory.

I have the power of er, have I been struck by lightning?

Infinite Armour
CE99281EBCA99B93

Infinite Sword Energy
CE99283ABCA99B97

99 Lives
CE992826BCA99BE6

999 Spirits
CE99282EBCA99E6A

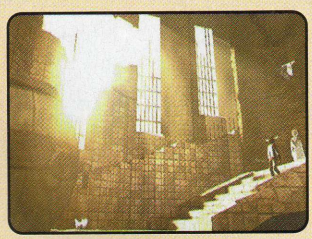
Get Infinite Armour and you'll never see sad pants again.

Be careful with your flaming cod-piece!

INFINITE PANT POWER!

TOP SECRET TIP OFFS!

ICO

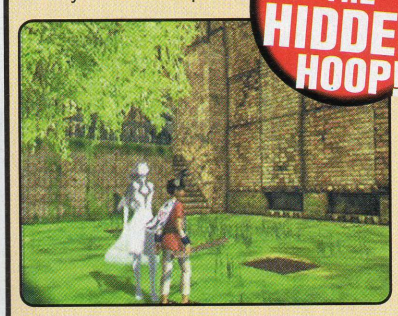


You're stuck with the princess throughout your journey, so go have fun!

ICO can be a long quest full of adventure but we've got some fun tricks and evil weapons. If you want to cheat, just take our hand...

Secret Game
Reach the courtyard with the massive tree beside a crate. Use your sword to hit the tree and you'll reveal a ball. Go back inside the main building by the courtyard and drop the ball. Go to the stairs that lead to the second floor by three arches. Push the middle one to get a secret room. Go back and get the ball, then stand on the pedestal with Yorda to make a basket appear. You can now play with the ball and basket!

SHOOT THE HIDDEN HOOP!



Let's go and shoot some hoops. Bring your sports skirt, love. Hope you've had lots of netball practice.

Secret Weapon
Unlock the hidden game and, if you score from far away, you'll get a Mace weapon!

SSXY NEW CHEATS!

SSX TRICKY

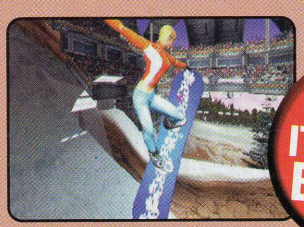
It's hard to unlock all the levels and characters. In fact, it's t-t-tricky! Luckily for you, we've got one cheat to solve all your problems. We can even show you how to get full stat points and a cool new board. It's easy when you know how!

Mad looking characters are just a part of the uber goodness of *SSX Tricky*.

Cheat Mode
On the title screen, hold L1 and R1, then press ⊗, △, →, ○, □, ↓, △, □, ←, ○, ↑, ⊗. All levels, characters and outfits are now unlocked.

Top Stat Points
On the title screen, hold L1 and R1 and then press △, △, →, △, △, ↓, ⊗, ⊗, ←, ⊗, ⊗, ↑.

Get the Mallora Board
On the title screen, hold L1 and R1 then press ⊗, ⊗, →, ○, ○, ↓, △, △, ←, □, □, ↑. Select a course and pick Elise who will have the Mallora board.



Jump higher with Top Stats points.

LORD IT ON YER BOARD!

TIPSTER

Zy Nicholson

The Guide

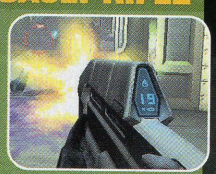
HALO

Halo's subtitle of Combat Evolved is on the money. You might have the trigger finger, but do you have the tactics? Listen up, soldier!

THE WEAPONS LOCKER

A carefully aimed sniper rifle is enough to stop a sword-wielding Elite at range, but when he charges at you up-close, you'll want a Plasma Rifle in your palm. There's no best weapon here...

MA5B ASSAULT RIFLE



TECHNIQUE: As good as it feels to let rip, accuracy decreases rapidly with full auto-fire, and the shots will fly wide unless your enemies are close-up or grouped. Pump the trigger in short bursts to reduce bullet spread over distance.

BEST TACTIC: Machine Gun Rush. Reload and charge straight in with burst fire, fixing them in your sights. Once in short range, hold the trigger. If the enemy are standing when the clip empties, or if you're close, hit B as you run to deliver a hit with the rifle butt.

RATING:

One of the weaker weapons, the assault rifle is still good for close-range defence and sturdy back-up. The bullet spray pummels vehicles in multi-player.

M6D PISTOL

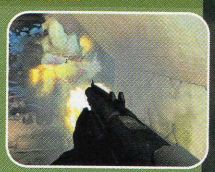
TECHNIQUE: Use the scope on your pistol to survey enemy positions then pick off weaker units from range. Although it's an automatic weapon, hammer your finger on the trigger to get faster shots in.

BEST TACTIC: Headshot. These are your best bet with this gun. When making headshots with any type of weapon, aim to clip the top of the enemy's head rather than shooting him in the face. You'll score extra damage points this way.

RATING:

The pistol is an all-rounder that excels as both a precision killing tool and an emergency back-up in both Campaign and Multi-Player modes.

M90 SHOTGUN



TECHNIQUE: With a slow rate of fire allowing for quick counter-attacks, safe use of the shotgun requires you to take out your opponents with one deadly, close-range blast. The spread shot will knock down enemies standing nearby too. Reload at every spare moment you have: you can fire even in mid-reload.

BEST TACTIC: Corner-Hanging. Sit just around a corner and step out to take pot-shots. Slip back and wait for a head to stick around the corner. Blast. Repeat.

RATING:

Great against the Flood: channel down a corridor and pick them off. Good against vehicles too, but you risk hitting allies in Multi-Player and Co-op.

S2 AM SNIPER RIFLE

TECHNIQUE: Don't track the target, like in the movies. If they won't sit still, set the sight in their path and wait half a second. Even panicked Elites will have regular stopping points where they turn around on their patrols. Attack with a full clip if you want to make sure they go down, or the reload will pull you out of scope view.

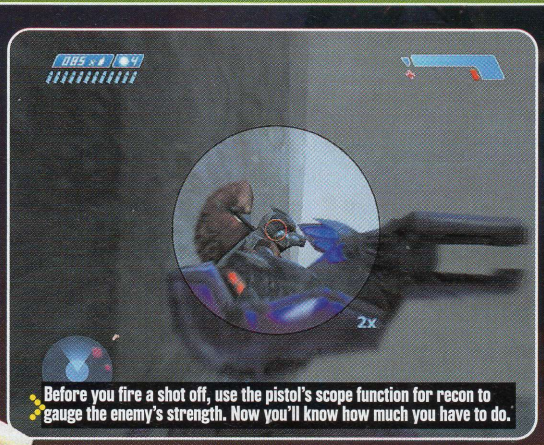
BEST TACTIC: Two Squeezes. A single shot will not stop tougher Covenant or enemies in multi-player, so exploit the rapid fire rate to guarantee a take-down.

RATING:

The scope is useful for spying on enemies as well as killing them. But it's hard to aim without the scope, and it won't protect you up close.

TOP WEAPON PAIRS

Look for guns that complement each other. You may love your sniper, but what if you're surprised up-close?



Before you fire a shot off, use the pistol's scope function for recon to gauge the enemy's strength. Now you'll know how much you have to do.

PLASMA PISTOL/PLASMA RIFLE

A great combo of weapons for co-operative play in Covenant-heavy areas, as there's no faster way for you to tear through energy shields than by doubling your plasma power.

PLASMA PISTOL/PISTOL

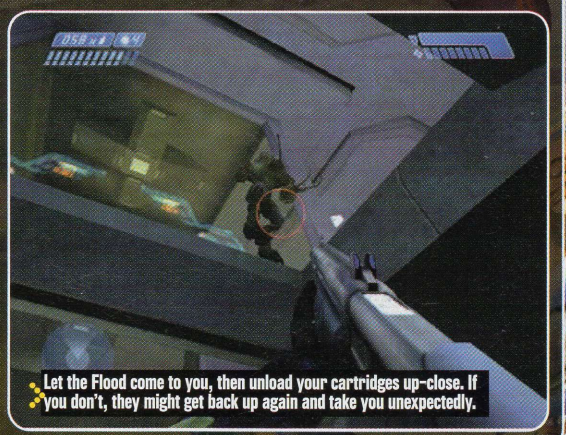
Overcharge your weapon, unleash the plasma ball you've built up, then switch to your pistol and finish your enemy off when their protective shield vanishes. It's the quickest way to drop Elites and Jackals, but the plasma ball is easy for other players to dodge should they see it coming.

SHOTGUN/ASSAULT RIFLE

For tackling Flood-infested areas, this is the business. Substitute the assault rifle for a pistol and stay out of close combat, then you can pick off Carriers and Combat forms at longer range.

SNIPER RIFLE/SHOTGUN AND ROCKET LAUNCHER /SHOTGUN

People will go out of their way to get rid of a pesky sniper or rocketeer in Multi-Player mode. They'll be tempted to rush your position before you can get off another shot, which is when you should be switching to your awesomely powerful secondary weapon.



Let the Flood come to you, then unload your cartridges up-close. If you don't, they might get back up again and take you unexpectedly.

M19 SSM ROCKET LAUNCHER

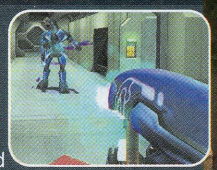
TECHNIQUE: If you're trying to hit a moving vehicle, aim ahead to account for the rocket's slow pace. When aiming from cover with the scope, point the launcher at the wall in front of your right arm.

BEST TACTIC: Higher Ground. The key to using this is to aim for the ground at the enemy's feet, not the enemy themselves, or you risk watching your rocket vanish into the distance. Detonate a rocket nearby and the blast radius will do the rest. Get a height advantage on your target – jump for a clear view.

RATING:

As powerful as it is in Campaign, this is a weapon for humiliating enemies and flipping vehicles in multi-player. Respect it or be a danger to yourself.

PLASMA RIFLE



TECHNIQUE: Plasma weapons heat up if you hold the trigger, so twitch out a shot or two and ease off to let it cool down, or it will overheat. Flick to your other weapon or use its melee attack.

BEST TACTIC: Rush Counter. Accurate rapid fire is the solution to an enemy charging you, and that's precisely what the plasma rifle offers. Knocking chunks out of an enemy's shield in Multi-Player with the trigger held down is a great way to scare them off, even when they have the advantage.

RATING:

A great secondary for knocking out enemy shields or finishing the job. The pulses remain focused over range, so good for snipers and Grunts.

PLASMA PISTOL

TECHNIQUE: Twitch the trigger for an effect similar to the plasma rifle. Hold it down and you'll charge up a plasma ball that travels slowly but homes in with a curve. The ball wipes the energy shields of Jackals, Elites and others (even if they have an Overshield active). The ball won't lock on to vehicles, but it will wipe the shields of everyone on board.

BEST TACTIC: Shield-Ripping. Wipe out a shield then switch to your secondary weapon, or let your partner step in with rapid fire.

RATING:

It might seem weak but the overcharge makes this the cleverest weapon. It's widely available and you can go hand-to-hand with an Elite fighting this fast.

NEEDLER

TECHNIQUE: Jump out, rattle off a stream of needles in the direction of your enemy and return to cover while they try to find their target. And if your opponent has to venture up a corridor or across open terrain to reach you (ie, if he can't find any hiding places), all the better.

BEST TACTIC: Elite Killer. While the Elite is in the open, unload a clip in his direction and watch as the needles chase him into hiding. Listen for his screams as they pierce his flesh.

RATING:

Slow results, a terrible melee attack and the fact that the needles bounce off targets make this look rubbish, but it's great for special occasions.

SMART BOMBING

Your enemies can do everything you can, so watch and learn.

OUTFLANKING

It's all about positioning. While your marine buddies draw in the Covenant, you can be working around to get behind their shields and catch them in a crossfire. With a Co-op partner you can split up and pincer a tough enemy between the two of you, preventing them taking cover or revealing their weak spot on one side. With the right positioning, even a marine can take down a Hunter.

MELEE ATTACKS

Get used to working these in everywhere, as the melee is a great finishing move with additional effects of stunning and knockback. If you're caught reloading at the worst possible time, a melee attack will immediately interrupt it. Running at your enemy to hit them increases the damage dealt, and you don't need to be stealthy for an instant takedown: any character who turns their back on you can get it in the neck. Surprise an opponent in multi-player by showing them how the Flag and the Skull can be used to bludgeon.

Grenade-tagging guarantees an instant kill on all but Hunters. Love to help mate, but...

GRENADES

Throw more grenades. Seriously. There's rarely a shortage. Use frags for fast ambushes and strikes against groups, or roll them towards vehicles to flip them over. Use plasma grenades to scare off, flush out or scatter intelligent foes. Tagging with a grenade is an instant kill, but don't chuck 'em at Flood unless you want to see them making their way straight back to you.

ENEMIES

Take out their Elite commander and Grunts will flee. *Halo*'s AI is complex but predictable.

ELITES

What makes these enemies so tough is that, like you, they have a personal energy shield and will retreat under cover to let it recharge, thereby undoing all of your hard work to damage them. If you want to put them down you mustn't let them escape, so wipe their shields or flush them out with grenades. When an Elite pulls its fist-shaking angry pose, you know it's near death and about to rush you with a punch. Drop it with a melee attack.

JACKALS

Their shields deflect bullets and soak up plenty of damage, even from a plasma rifle. But there are several tricks to employ against it, apart from an overcharged plasma pistol. You can hit the Jackal on the move when it carries its shield at its side, or you can aim for the small cut-out around the hand through which the Jackal fires. You can also plant a grenade behind him, blasting his exposed side. And the shield only works in one direction, so you can split up and outflank him, moving to the side or behind while he's facing marines or your co-op buddy.

HUNTERS

Rocket launchers be damned! When the Hunter draws into its tough blue armour, it does so to hide its weak points – those orange fleshy areas around its chest, back and neck. But the area at the back remains exposed... You can tempt the Hunter out of its armour and into a charge if you get near enough. All you need to finish it is a sidestep and a turn to shoot it in the back. Yes, one pistol bullet is all it takes, though you'll be calling yourself Dances With Hunters when you get brave enough to use melee attacks instead. Another trick is to hold still when it charges, then quickly back off just as it stops to hit you – you can just clear the weapon and get a good shot in its chest. As Hunters appear in pairs, it helps to pick one off before they both notice you. If one spots you at great distance, a few sniper rounds in the visor slit will take it down.

THE FLOOD

Infection – short AR bursts will pop a swarm of Infection Flood, but the gunfire could attract attention. A melee attack is cheaper, and you can usually afford to let a few just burn up on your suit shield.

A little lead surgery creates a shambolic collection of Flood 'pets'. They're 'armless!

Carriers – put these down first whenever you see a group of Flood, detonating them to take out nearby Combat Flood. If you spot a Carrier thrown over your shoulder by an explosion, run.

Combat Flood – gunfire brings them running, but they're too stupid to fear grenades. Oddly, you can knock off both arms of Combat Flood without killing them, creating a shuffling entourage of flesh in your path.

MULTI-PLAYER MAYHEM

Other players are the toughest foes you'll face. Fix on one and finish him, or someone else takes your kills.

Master the maps. Not only will you learn that you can grab a rocket launcher from the middle bush of Blood Gulch, you'll also know where to aim the sniper rifle when you see someone else heading for it (and you'll be in that sniper's perch behind your base, having bagsied to play as the red side for this map).

Find out where the teleports take you so you aren't disorientated upon arrival. If enemies use one, set a trap, or park a vehicle over it.

Remember that you can use vehicles as portable cover if this happens to you.

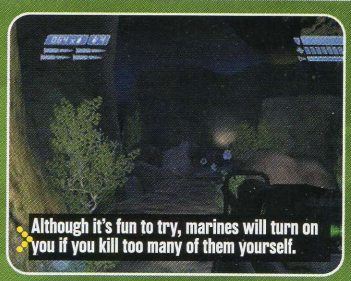
Bluff in free-for-all games. Taunt a player into a duel without them seeing the Overshield you picked up. You can vanish from their motion trackers by stopping dead, so you'll find good ambush spots under stairs or on high ledges. Make it look like you've teleported when all you've done is turned and stopped in the alcove with a gun ready. If you know you're about to die, yell when you drop that frag and they may not hear it. Or, if you missed a gun battle, pick your target from the survivors and fix on them – odds are they'll be weak.

Team games are different. Wherever you are and whatever you do, talk to your pals. Know where they are at all times; it can be tempting to go it alone if you see an easy target. Don't just scream when you die. File a vocal report — where you are, who killed you and with what — so that someone else can avenge you.

If you've softened them up, they're more likely to lose an exchange with a fresh opponent. If a sniper has you pinned down, zig-zag or spiral towards them: you're an easier shot if you run straight at them. The sniper scope greatly cuts their field of vision, so they won't be able to track two of you if you split up.

True organisation is chucking the flag through the power-up grille in the tunnel of CTF Sidewinder to a waiting buddy. It's the best weapon in multi-player. But we all have mates who just aren't that hot at teamwork, so don't get annoyed if it's not coming together. Play to support. If they rush in, grab a sniper rifle and track them. They'll bring out the enemy for you. If they like driving dangerously, use them as transport and then disembark: they'll cause a distraction while you're on foot. Complimentary tactics can be just as effective.

THE HARD STUFF


Although it's fun to try, marines will turn on you if you kill too many of them yourself.

HALO – PROTECT THE HUMAN SURVIVORS

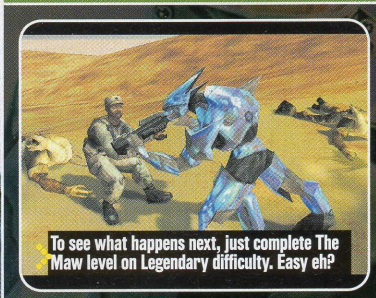
Grab a pistol and Needler and pull out, hiding from the dropships. Work back to retake the building from the Covenant. You're safer on the ground, and you don't need to save any survivors to complete this.

TRUTH & RECONCILIATION – THE BELLY OF THE BEAST

Equip a sniper rifle and plasma weapon *before* boarding the ship and take down the first one or two

SECRETS

Some of these tricks aren't entirely official – they're sneaky tactics we've learnt as we've been playing through the game – so be warned that getting on top of levels or grabbing that second Banshee may screw up your game. Don't say we didn't tell ya!


To see what happens next, just complete The Maw level on Legendary difficulty. Easy eh?

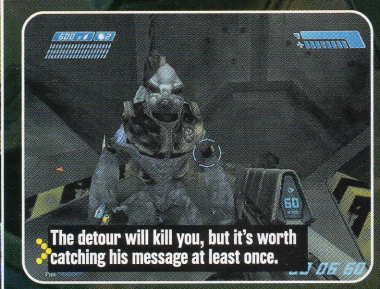
LEGENDARY ENDING

If you complete the last level of the game on Legendary difficulty, you'll get an extended end sequence with a humorous extra scene in which - well, let's just say that a Covenant Elite and a marine realise they are both about to die. You don't have to play through the whole game on Legendary to see it: just replay The Maw when you first complete the game. Y'know, we're sure that Elite touches his butt...

THE THIRSTY GRUNT

Also in The Maw, after the screwed-up rendezvous with Foehammer, you'll drive your Warthog through another twisting corridor where you have to dodge the central pillars. Look for a turn off in the right hand wall and follow it for another right hand turn, then jump out. You'll be up against the clock on this one, but at the end of the corridor you'll find a very friendly Grunt with a little message for you. In case you can't make it out, he says:

"Good thing that food nipple's waiting for me at the starship 'cos, man, have I worked up a big, grunty thirst!"


The detour will kill you, but it's worth catching his message at least once.

SILENT CARTOGRAPHER

When you head for the centre of the island, a tree in the path seemingly forces you to abandon your jeep.

A Banshee in Rolling Thunder? It's all yours laddy, with some creative rocket work.

But wait: keep on driving up the wall that's to the left of the tree and you'll eventually be able to squeeze the Warthog through the gap. Once you're inside, weave around the boulders in the path and look up near the last rock to see where the left hand wall dips low. If you drive your Warthog on to the rock you can get the gun turret high enough to make a jump from it onto the wall. From here you can wander all over the top of the island.

BANSHEE FOR FREE #1

You can grab your first Banshee as early as the assault on the control room, in the section called If I Had a Super Weapon. When you step out onto the snowy bridge, you'll usually alert the pilot Elite to jump into his vehicle and take off (it is possible to beat him, but you'll get shot up trying). So, double back to the corridor where you just fought some invisible Elites and look for an Active Camouflage tucked in by the wall. Then run all the way to the Banshee on the bridge and take off before the invisibility fades.

Pummel that high ledge you see with rockets until you manage to dislodge the Banshee that's parked on top of it. We think the designers must have missed this trick, but ha! We found it.

THE SIEGE OF MADRIGAL

Once you've acquired your Banshee you can fly down to the doors of the pyramid and skip a good part of the level. Before you do this though, follow the tubes that rise out of the top of the pyramid. There are three giant clamps around the tubes, and you need to land on the middle ledge, facing left of the door (so that you don't tumble to your death when jumping out the back of the Banshee). Walk to the right end of the ledge and you'll hear a hidden music track taken from Bungie's *Myth 2*.

BANSHEE FOR FREE #2

You can actually acquire a Banshee long before that, although obviously you're not supposed to. After you've discovered the Scorpion tank, enter the passage to the next area and stop to look up: you'll see a landing platform that's sticking out from the cliff face high up above. Now grab a rocket launcher from the crashed dropship and pound away on the underside of the platform. It may take many goes to do it, but eventually you'll blast off the Banshee that's sitting up there (it usually attacks you as you head for the next tunnel).

We hate to boast but this is a special occassion. We've beaten the game on Legendary! So we know your pain. If only we'd had these tips before, though. GamesMaster might not have gone to the printers a week late. And we wouldn't have been sacked. Sob. Please learn from our experience.

Elites with the sniper. Grenade the doors before the waves arrive. When it heats up, run around the barriers behind you to find an Active Camouflage. Use your men as bait: hit the Elites with stealth melee or tag them with plasma grenades, but don't fire a weapon or you'll give yourself away. As your invisibility fades, head to the corridors to the left of where you came in and snipe. The last wave is a pair of Hunters, so save some sniper rifle bullets.

343 GUILTY SPARK

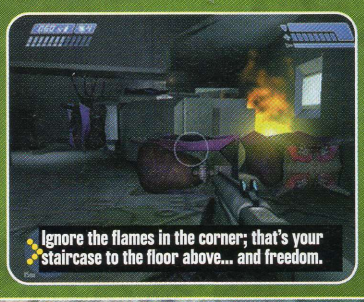
This is the first level where you have to jump. Hit a dead end and look for blocks that help you climb back up to the walkways around the room.

THE LIBRARY – WITHOUT RIDING THE ELEVATOR!

The nastiest ambush occurs when you're trapped between two locked doors until Guilty Sparks return. Anticipate it and run back to hide beside the first door before the Flood appear – they won't know you're in the same room. The Flood don't recognise grenades, so throw 'stealth' frags round the corner without revealing your location.

TWO BETRAYALS – LOCATE AND DESTROY PULSE GENERATOR #2

Stepping into the beam wipes out your shield, just as the room fills with bazooka-packing Flood. You can't argue with a rocket's splash damage in this state – even if you dodge – so one technique is to step back into the beam then run and jump into one of the four pipes in the wall. Recharge before sniping at those near the door. To avoid a missile being fired up your chute, fire a shot when hiding to see who's left on your motion tracker.


Ignore the flames in the corner; that's your staircase to the floor above... and freedom.

TWO BETRAYALS – FINAL RUN

The last pulse generator is in the cliffs above you when you surface, so you need a Banshee. Sit out battles till there are only survivors to polish off in the first section. Grab that Ghost and steam through the next two chasms while both sides are occupied (hold A to raise the nose). If you can swap vehicles at the end without getting shot you'll save yourself a hell of a tank battle.

KEYES – UNDER NEW MANAGEMENT

Look for an Active Camouflage just left beyond the first set of doors. You've got time to drop down the hole in the ship's hull, so swim out of the pool and run through the firefight before your invisibility fades. Respawning Flood force a change of tactic here, so keep moving once the Covenant are beaten until you get to the gravity lift objective. Wait for the Elites to be killed, then grab the Overshield from the coolant pool.

THE MAW

When you see the engine vents close-up you appreciate those twin flaps opening and closing. If your rockets and grenades are bouncing off, aim low to roll them through.

ALIENS TIPS

Learn to gauge Elite strengths from their colours, rising through blue, purple, silver and gold. Your best bet against a Gold Elite's sword is an overheated plasma rifle shot and then quickly flicking to your secondary weapon.

MASTER CLASS

Bring (even more) **chaos** to **Liberty City**! Burn the **freaky clown**! Choke pedestrians as **Darth Maul**! Just **another day at the office** when you're a games master!

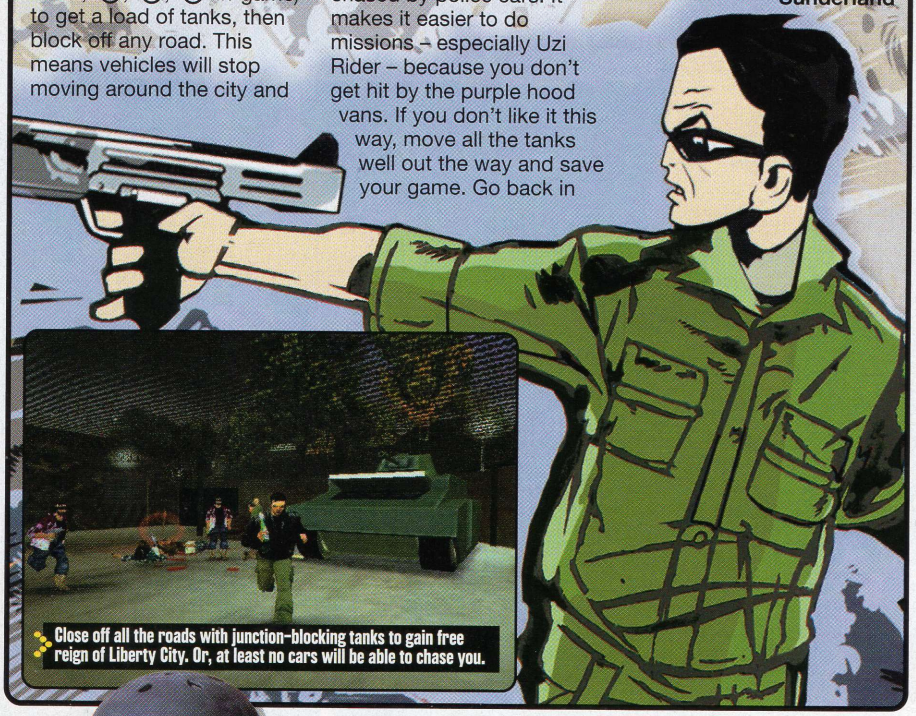
YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS.

TIP OF THE MONTH
Grand Theft Auto 3

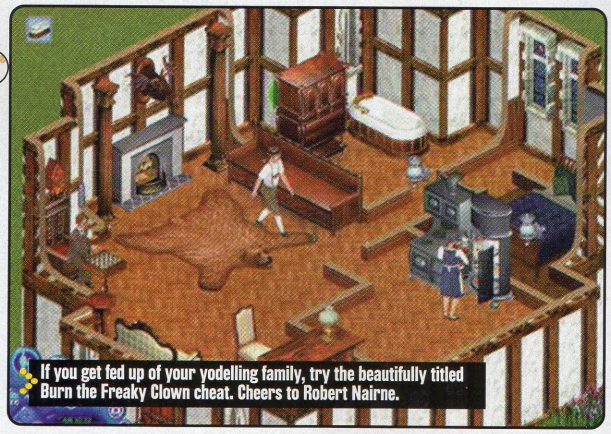
You're a JOYTECH Top Tipster!

No Traffic – use the Tank cheat (hit ○, ○, ○, ○, ○, ○, R1, L2, L1, △, ○, △ in-game) to get a load of tanks, then block off any road. This means vehicles will stop moving around the city and will eventually disappear. You can then drive around without crashing or getting chased by police cars. It makes it easier to do missions – especially Uzi Rider – because you don't get hit by the purple hood vans. If you don't like it this way, move all the tanks well out the way and save your game. Go back in and everything will have returned to normal.

Michael Graham, Sunderland



Close off all the roads with junction-blocking tanks to gain free reign of Liberty City. Or, at least no cars will be able to chase you.



If you get fed up of your yodelling family, try the beautifully titled Burn the Freaky Clown cheat. Cheers to Robert Nairne.

TONY HAWK'S PRO SKATER 3 (PS2)

Choke Pedestrians – playing as Darth Maul, begin a Free Skate and go to the airport, Los Angeles, or anywhere else where there are pedestrians wandering about shouting "Watch out" or "Hey". Skate very slowly past the people and, as they scream at you, turn around and face them. They'll float up in the air (which is a bit freaky) and start choking till you look away from them.

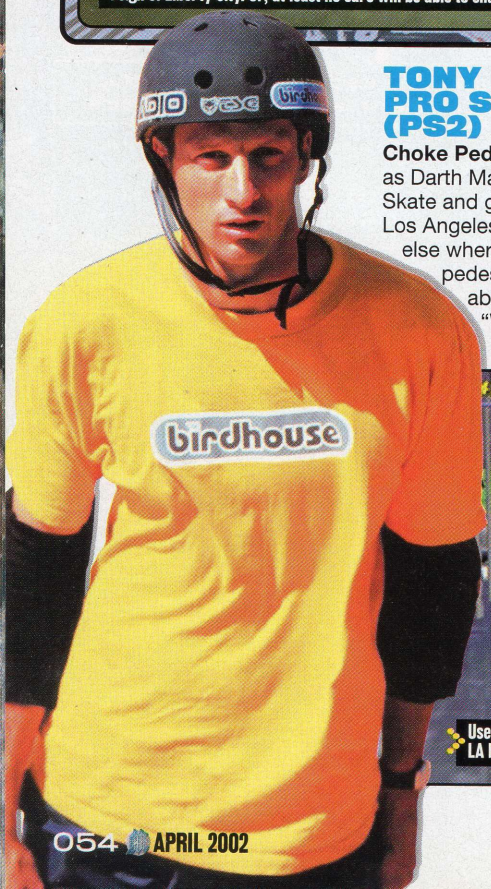
Secret Tape – win gold medals in all three competitions when playing as a bonus skater.

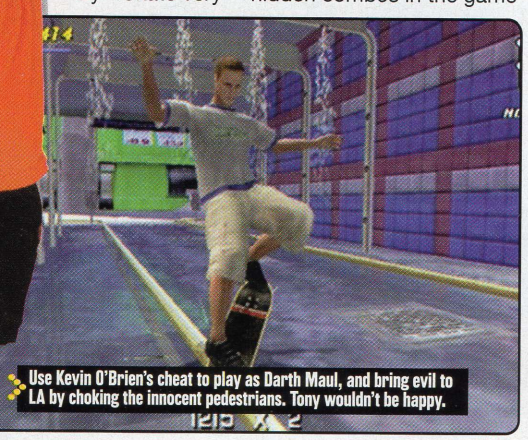
Hidden Combos – There are hidden combos in the game that can't be selected as a move. One of these is the Double Kickflip. To pull it off, quickly press △, □, △, □. For a Triple Kickflip, quickly press △, □, △, □, △, □. You can also do this with Heelflips and Impossibles.

Knock People Over – knock people down by skating right into them. This is useful in Canada for the Get Chuck Unstuck task.

More Specials – complete all of the objectives set in any of the stages.

Kevin O'Brien, Gainsborough





Use Kevin O'Brien's cheat to play as Darth Maul, and bring evil to LA by choking the innocent pedestrians. Tony wouldn't be happy.

CRASH TEAM RACING (PS)

Extra Shortcuts – in Papu's Pyramid, climb the first pyramid and, at the first sharp turn to the right, drive straight on through a gap in the wall. You'll see a pillar with Papu Papu's face on it. Bounce off it to return to the main course, having skipped a section. After driving through the first tunnel in Tiger Temple, look out for a large carving of a face on the side wall with a door for its mouth. Shoot a poison glass at it and it will open, leading you to a secret passage filled with Wumpa fruit!

Shaun Kitchener, Herts

▲ *CTR*'s fast but tough, so shortcuts come in very handy. Get a pile of Wumpa too.

THE SIMS: LIVIN' IT UP (PC)

Burn the Freaky Clown – follow these steps to get a freaky clown to follow your Sim everywhere:

1. Hang the clown portrait on a wall.
2. Make your Sim really depressed (eg no social activity, no sleep, etc).
3. Wait for a while and the clown will appear. You can talk to him, tease him, slap him, insult him and many other cool things!
4. To get rid of the clown, put the picture above a fireplace with plants nearby, so that it will burn. When the picture catches fire, so will the clown.

Robert Nairne, Cheltenham

ROBOT WARS: ARENAS OF DESTRUCTION (PS2)

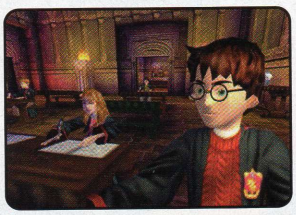
▲ All the robots are there to be smashed. And there's Pearce's commentary!

More Credits – go into the scrapyard and buy a cheap item. When you've bought it, place it in your Spares section. Then, go to the main title screen but don't log out. Instead, go into a Competition and then set up your weapons. You will notice that the item has gone back to its original (higher) price –

Calm down eh, lads. He only had a couple of your Starbursts. Not the whole pack.

sell this now to make yourself a nice tidy profit. This works only on items that can be found in the shop as well as the scrapyard, and it does not work with armour all of the time.

Tony Evans, e-mail



▲ Harry larks about letting Hermione do his homework again. Cheeky get!

ONIMUSHA: WARLORDS (PS2)

Easy Mode – start a new game and die four or five times near the beginning. After you've died enough times, a message will appear stating that a new Easy mode is now available.

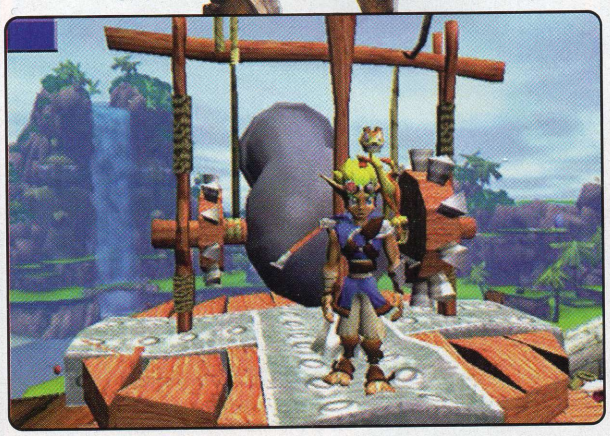
Kevin O' Brien, Gainsborough

JAK AND DAXTER (PS2)

Unlock a Different Ending – collect 100 power cells before finishing the game.

Free Precursor Orbs – when you're in the Forbidden Forest, kill the flower boss as normal. When he's finally dead, jump on his head again to earn yourself a load of free precursor orbs.

Robert Conners, Sheffield



▲ Jak's all right, but that Daxter is annoying. So ignore his gabbing, listen to Robert Conners' advice and get down to the Forbidden Forest for some free Precursor Orbs.

HARRY POTTER AND THE PHILOSOPHER'S STONE (PC)

Hints – when in the first broomstick practice, go to the window with the Hogwarts crest on it and fly in. Inside are Bertie Bott's Beans and a wizard card. Collect the following amount of Bertie Bott's Beans to unlock an item behind a portrait at Hogwarts:

With my Chris Packham hair, you can tell I love the animals.

50 Yellow Beans – Nimbus 2000

70 Blue Beans – Glove for Quidditch

80 Green Beans – Card

100 Red Beans – Advanced Flipendo

Codes – type these codes in while playing the game.

Debug Mode (press F7 to disable this mode) – harrydebugmodeon

Restores Health – harrygetsfullhealth

Super Jumps – harrysuperjump

Invincibility – harrykoresh

Eoin and Emma Barnes, Northern Ireland

SUPER STREET FIGHTER 2X REVIVAL (GBA)

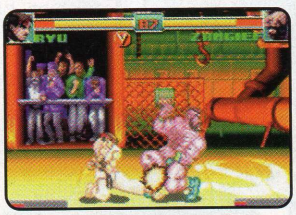
Secret Modes – to open up secret modes, play through Arcade mode a few times – getting as many Perfects as possible, using as many super combos as you can, and always getting a level three super gauge finish – to increase your Vs points. You will now open up new modes.

Akuma – you need to get 5000 Vs points. Then, enter Arcade mode and to the left of Ryu you will see Akuma's character box.

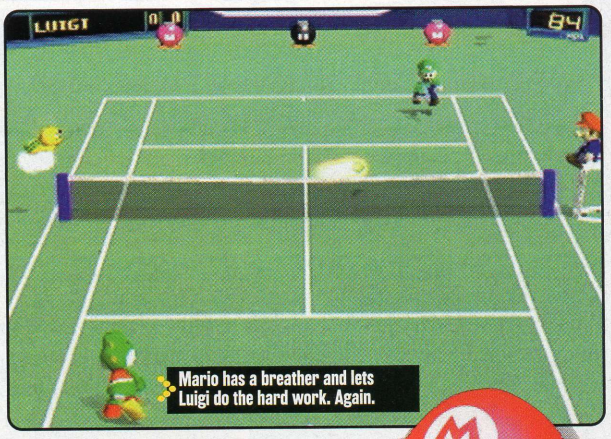
Fight Shin Akuma – even though you get to fight Shin Akuma in Time Attack mode (after getting 5000 Vs points), you can also fight him in Arcade mode for loads of points. It's not easy though – you must defeat every opponent with a perfect finish, ending on a super gauge combo.

Shin Akuma – to play as Shin Akuma, get 9999 Vs points and enter Arcade Mode. Shin Akuma will be displayed to the right of Ken on the Character Selection screen.

Easy Mode – when fighting, press Select. When you hear a sound you will be able to perform moves more easily.



▲ Oof, a good shin bashing from Ryu. Bet it hurt his toes as well though...



Mario has a breather and lets Luigi do the hard work. Again.

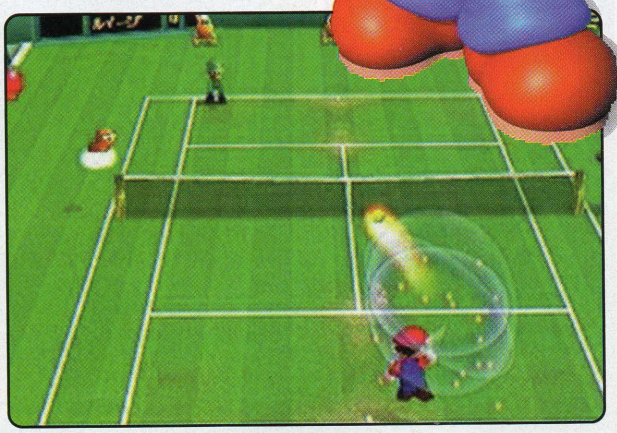
When the super combo gauge reaches level one, two or three, press A + B together to perform a super combo. To return to Normal, hit Select.

James Haque, Luton

MARIO TENNIS (N64)

Star Tournament – to enter this tournament in Singles and Doubles mode, complete a normal singles and doubles tournament with everyone, including the two secret players (Shy Guy and Donkey Kong Jnr). Once done, hold R when selecting players to enter the Star Tournament.

Ben Maloney, Runcorn



▲ Super smashes are tossed between the brothers. Follow Ben Maloney's advice to play in the Star Tournament. Like in *Mario Kart*, you have to win all other cups first.

SEND YA CHEATS AND WIN TOP GEAR!

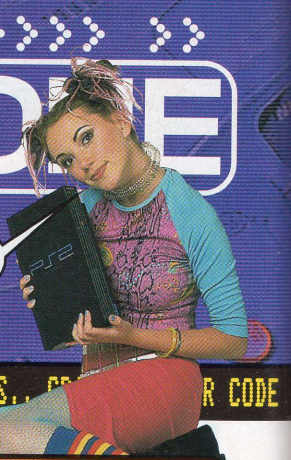
Want to show the world how great you are at games? We're after new, original tips, secrets, glitches and cool things *you've* discovered. As well as showing the world your gaming prowess, each month the sender of the best stuff gets a bundle of peripherals for the console (or PC) of their choice from those wonderful people at Joytech.

Send your tippage to Masterclass, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

Or e-mail: games master tips@future net.co.uk. Only the best stuff gets in!

CONSOLETATION ZONE

Can't find Cheetah in ***GTA 3***? Still getting caught by the prefects in ***Harry Potter***? Let us know and **we'll get stuck into** your gaming problems...



RACKING YOUR CODE CHAOS...CRACKING YOUR CODE CHAOS...CRACKING YOUR CODE CHAOS...CRACKING YOUR CODE CHAOS...

TONY HAWK'S PRO SKATER 3

Dear GM
How do you get a S.I.C.K. score in the Canada level? I've been trying for ages but I can't get close to 250,000 points. Could you tell me where the best place is for some big air.
Sarah Thomas, Leicester

This is the best Tony tip we've seen. Alongside finding all the gaps, getting a S.I.C.K. score in Canada is the hardest thing in the Hawkster's latest skater. From the start, jump down and turn to your left until you see a ramp next to a building on the far left. Jump off this onto the roof and hop onto the rail. Grind the rail to the end and you'll find a huge half-pipe. When you jump, press Up (No Comply) and do a 720° spin. You can vary your moves, but the great thing about this half-pipe is that you don't have to do any fancy revert or manual tricks.

You'll get huge air on Canada's half pipes. Just get your combos going.

BATMAN VENGEANCE

Dear GM
I'm hopelessly stuck on *Batman: Vengeance*. I can't beat Mr Freeze. Could you tell me how to do it?
Rasheed Islam, e-mail

Beating the Joker is easy, but Mr Freeze is rock hard – you can't just beat him around the mush. Instead, grab a remote charge from the bat boxes and shoot them at the Promethium tanks above. Then, when Mr Freeze is under the tank, activate the charge and the tank will fall on his head. Do this repeatedly and Mr Freeze will be dead before you can say Bruce Wayne.

ADVANCE WARS

Dear GM
I'm stuck on the first mission of *Advance Wars*. I won all the Field Training missions but this is harder. I get blown up by the enemy's rockets.
Sam Griffiths, Winchester

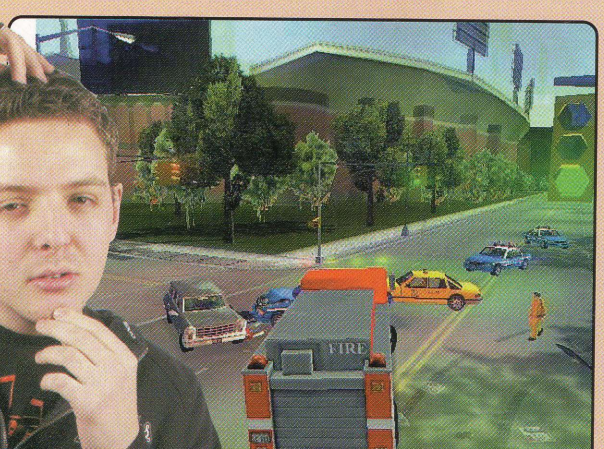
Always protect your best vehicles.

Drive a man to the neutral buildings at the top. Send another on foot, taking a tank and artillery unit to protect him. Now take a convoy of tanks to the road at the bottom. Protect your medium tank with a small one and leave an artillery unit behind them. Now capture the northern neutral areas and you should be able to take the enemy out. Move to the first rocket launcher – you'll probably sacrifice a tank, but soon you'll be able to take out the first one. Then move south, protect your big tank and repeat as before to take out the second launcher. Now get the HQ!

GRAND THEFT AUTO 3

Dear GM
I want to drive the Cheetah car from the Turismo mission in *Grand Theft Auto 3* but when the driver jumps out of the car he locks the door and I can't get in. Can you drive the thing?
Graham Derby, Leith

Yes you can. And the biggest Brucey bonus is that it's bullet-proof. Brilliant! You have to be a bit sneaky, though. Before you start the Turismo mission, block the road with some huge vehicles (buses, ambulances, tanks, etc). Now when you tap the Cheetahs with your car, they will hit the barricade and the drivers will get out and leg it. Use your car to shove the Cheetah back to your hideout, put the car in your garage and save. When you restart you'll have a brand spanking new bullet-proof Cheetah.



▲ In addition to using the fire engine, you could also bash in *GTA*'s Tank cheat repeatedly (see page 54) and block the road with tanks. Fantastic.

RETURN TO CASTLE WOLFENSTEIN

Dear GM
I'm at the end of mission five, but this huge boss keeps killing me Do you know how to take him out? Which weapons should I use?
Darren Jordan, Hull

You'll need some top quality weapons to defeat the bosses in the castle.

You need the Mauser Rifle and Venom Gun, but first you need full health and armour. When Deathshed stops yapping, crouch and step back. Whip out your Mauser and shoot at Uber Soldat's head until his helmet falls off. Now pull out your Venom Gun and shoot him. Sounds easy, but it's not.

LMA MANAGER 2002

Dear GM
I need to sign a striker. I'm playing as Middlesborough and I'm struggling to score goals. Who should I buy?
William Jones, Chester

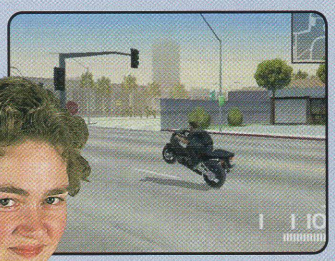
No surprises. Hamilton Ricard is not going to help you win the Premiership is he? Don't bother trying to sign Henry or any big name strikers – they cost loads of money and I doubt they'll want to sign for you. Instead try to buy Dean Ashton from Crewe – he's only 18 and is one of the best strikers in the game. Then, if you've got enough dosh left, go for West Ham's Jermaine Defoe.

◄ Buy Dean Ashton and Jermaine Defoe and watch. Your team will start banging in the goals.

HEADHUNTER

Dear GM
Can you tell me how to kill Bruce (Greywolf's Lieutenant) in *Headhunter*? Every time I try to kill him, he just shoots me down first.
Sam Harrison, Oldham

Shooting Bruce can be tough if you don't hide. We died four times by going in all guns blazing. Anyway, that's enough of our *Headhunter* history. You need help. Hide behind a bookshelf, lock-on to Bruce and shoot. Sounds simple but, as Chris Tarrant likes to say, it's only easy if you know the answer.



▲ Once you've beaten Bruce, celebrate by driving around the streets on your motorbike and pulling some huge wheelies.

SILENT HILL 2

Dear GM
I'm really stuck on the coin challenge. I think I have to get three coins to put in a chest in the Woodside apartment building. I found one in one of the rooms and another in the pool, but I can't find the final coin. I have looked in every single room in the building but I still can't find it. Please help!
James Pender, Bath

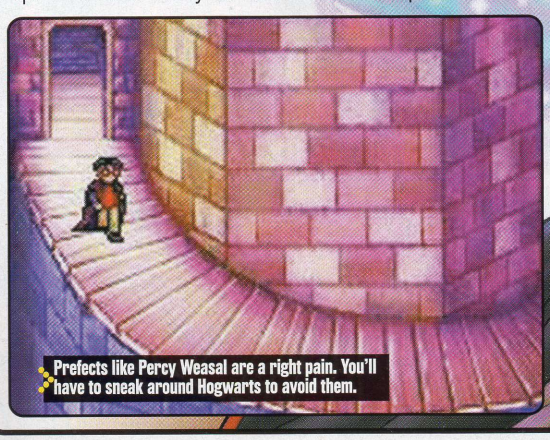
This coin can be a right pain in the bum if you don't know what you're doing. We walked around Woodside apartment for an hour looking for that damn coin. Have you got the six pack of canned juice yet? If not, it's outside room 107. Grab it and get out of the apartments. Now walk towards the rubbish bin, drop the cans into it and pick up the old man coin. Now you can go back inside and solve that coin riddle.

► James Sutherland checks to see if anyone is looking before he takes a leak in the alley.

HARRY POTTER AND THE PHILOSPHER'S STONE

Dear GM,
I'm trying to meet Draco Malfoy in the trophy room but as soon as I take a step out of Gryffindor common room I get caught by a prefect. How do I avoid him?
Pete Oliver, Oxford

With our help, you won't lose any of those precious house points. To avoid the first prefect, walk out of the door, go down and sneak left past the bookcase. Now head up the first path, walk down the other side and open the door with your new Alohomora spell.

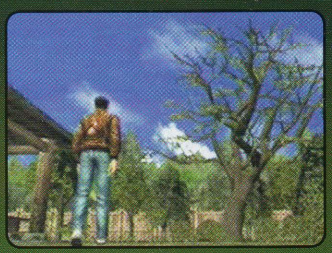


Prefects like Percy Weasal are a right pain. You'll have to sneak around Hogwarts to avoid them.

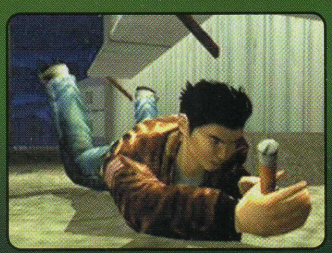
CLASSIC C2 SHENMUE

Dear GamesMaster
I've managed to get myself a copy of *Shenmue* for Dreamcast but there's a part I'm stuck on. Please tell me how to find the Phoenix Mirror. I've opened up the basement and looked everywhere, but I can't find it.
Michael Huggins, Sheffield

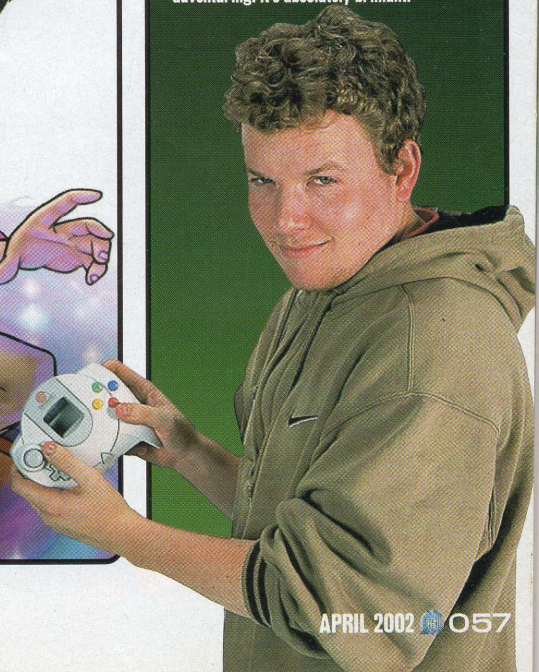
Don't give up! You're very warm, Michael. We're glad you're already in the basement or the Phoenix Mirror solution would take yonks to explain to you. Anyway, turn on your flashlight and light up the room. This is Hazuki basement. Go to the main room, put a light bulb in the socket overhead and you'll see some matches, candles, a picture of your Dad and – yes – the Phoenix Mirror. Result!



▲ You won't find the Phoenix mirror under that tree. You'll have to get into Hazuki's basement and grab it from there.



▲ Shenmue has four disks full of rock hard adventuring. It's absolutely brilliant.



SPIDER-

Your Spidey sense will jangle like Jimmy Saville's jewellery when you see this! Spider-Man swings into the next-generation, and GM has the first ever play!

WORDS: DAVE HARRISON

IT'S THE LATEX THAT DOES IT!

You'd better get used to seeing Spider-Man computer generated, as the makers of the film used the latest CGI special effects to show Spidey leaping around the New York streets and sticking to walls – gone are the days of a tilted camera and a guy in tights crawling on the floor. But the film makers will have their work cut out in making Spidey look as dapper as he does in the PS2 game.

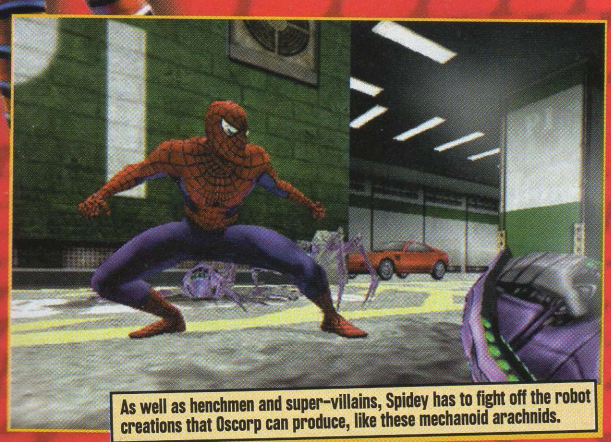
A lot of attention has been paid to animating Spidey in action – especially the way he behaves in the air, be it swinging on web lines or gliding unassisted.

Spidey can attach himself to any surface and swing to reach any height. Because he's so flexible, he's one of the most difficult superheroes to base a game around.

Over 2000 polygons have been used to recreate that classic Spidey look, making the wall-crawler as detailed as we've ever seen him.

The action takes you from the skies over New York to the sewers and subways underground. Each area is lit up with lush lighting effects.

-MAN: THE MOVIE



As well as henchmen and super-villains, Spidey has to fight off the robot creations that Oscorp can produce, like these mechanoid arachnids.

Hold on to your hats citizens. GM has managed to get a hands-on test of the brand new game that's going to be released in conjunction with the movie that's a cert to be one of massive hits of 2002. *Spider-Man: The Movie* will be out in June, and will be followed by the release of the game of the same name, capitalising on the ensuing *Spider-Man* frenzy.

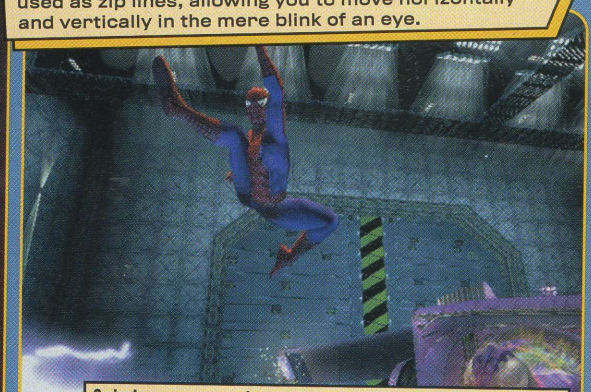
And it's about time Spidey got some lovin'. His only big screen outing was way back in the '70s, when one of the kids from *The Sound of Music* put on a pair of tights, which frankly is just not good enough. This is Spider-Man! More fun-lovin' than the sulky Batman, more dynamic than dorky Superman, and better company than the X-Men. He's the people's choice, the sunshine super-hero, the biggest swinger in town – and here he is folks, in all his next-gen glory!

This is the latest virtua Spidey experience that has seen him progress from his 2D MegaDrive days to a 3D swinger on PSone. But never has he looked as fine as he does on PlayStation 2...

"... he's the people's choice, the sunshine super-hero, the biggest swinger in town..."

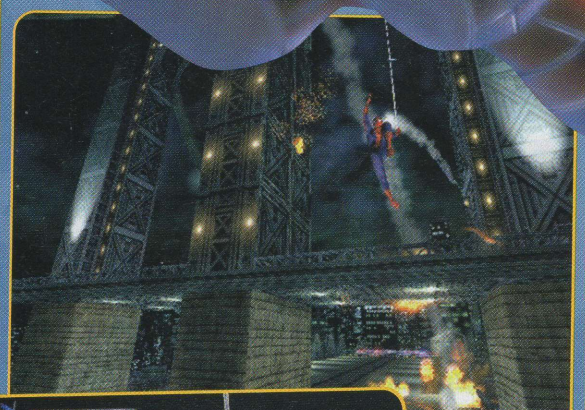
SWING WHEN YOU'RE WINNING!

Never before have we had so much fun with a quick-hardening sticky fluid, as Spidey spins some wonderful webs. Beyond plain old swinging, the webs can also be used as zip lines, allowing you to move horizontally and vertically in the mere blink of an eye.

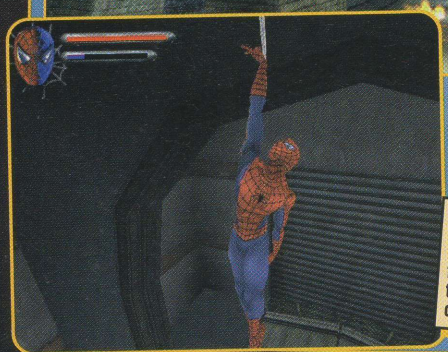


Swinging across areas has never been easier. Just jump and tap R2 to get going, then jump again and rely on Spidey's agility to land safely.

One of the new moves Spidey can perform sees him act like a human yo-yo. He can descend on a web line to any height he fancies, then zip back up – ideal for staying out of sight on the stealthier missions.



Spidey can swing forever in any enviroment, which makes for some gripping cross town aerial chases.

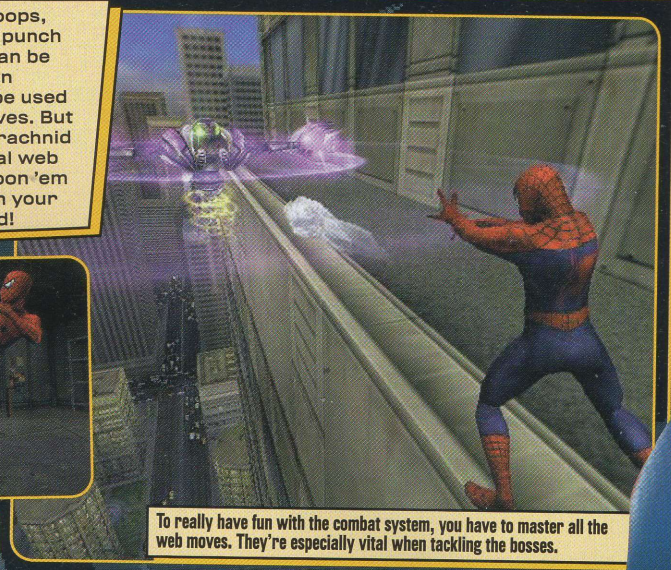


This zip line is perfect for escaping trouble. It'll take you from the ground to the safety of the ceiling in a second.

FEELING PUNCHY!

If it's clobbering time (oops, wrong hero) there are punch and kick buttons that can be joined to form their own combos, and can also be used to deliver different moves. But to really exploit your arachnid angst, there are several web moves. Lasso 'em, cocoon 'em or simply fist them with your webbed mitts. Punished!

Rapidly tapping the Kick button is effective but dull.

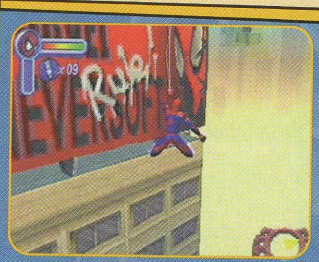


To really have fun with the combat system, you have to master all the web moves. They're especially vital when tackling the bosses.

Spidey is always outnumbered so, rather than get overwhelmed, you have to use his agility and speed of movement to isolate the enemy.

PROGRESS!

The PSone *Spider-Man* was excellent, but its graphical limitations made it more comic book than motion picture. PS2 should be do the movie justice.

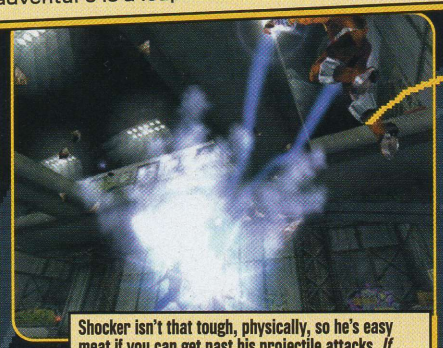


Just look at the fog in the city! it made the outdoor levels seem far too restricted.

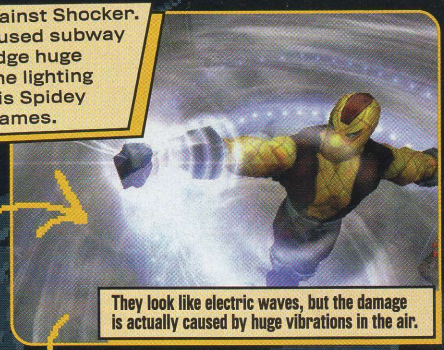
This time the environments sprawl off into the distance without any ugly clouding. Also, the game camera is far more flexible now.

GETTING KINDA BREEZY...

One of the best set-pieces is the boss battle against Shocker. Spidey has cornered the quilted baddy in a disused subway station but, to get near him, our hero must dodge huge bolts of energy blasted through the tunnels. The lighting and variety of Shocker's attacks prove that this Spidey adventure is a leap forward from the PSone games.

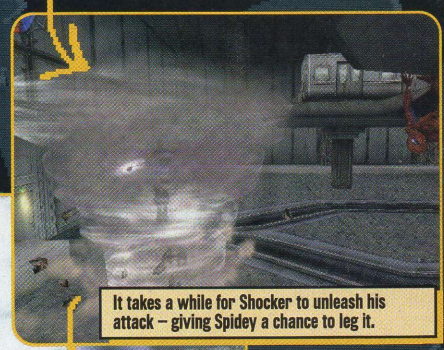


Shocker isn't that tough, physically, so he's easy meat if you can get past his projectile attacks. //...

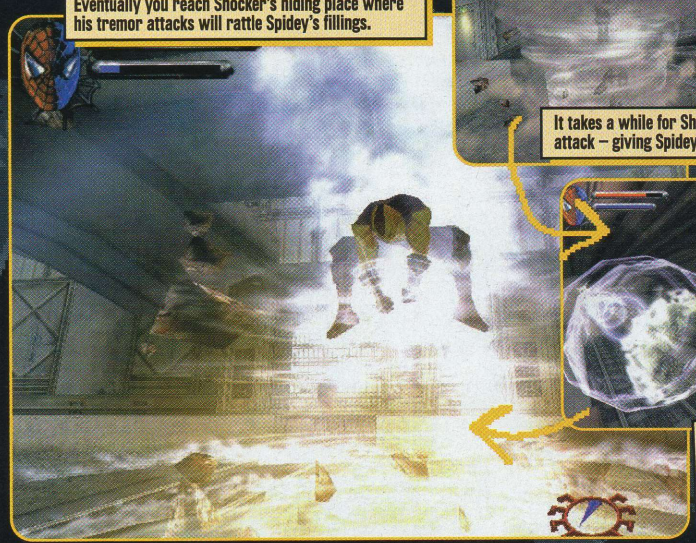


They look like electric waves, but the damage is actually caused by huge vibrations in the air.

Eventually you reach Shocker's hiding place where his tremor attacks will rattle Spidey's fillings.



It takes a while for Shocker to unleash his attack – giving Spidey a chance to leg it.

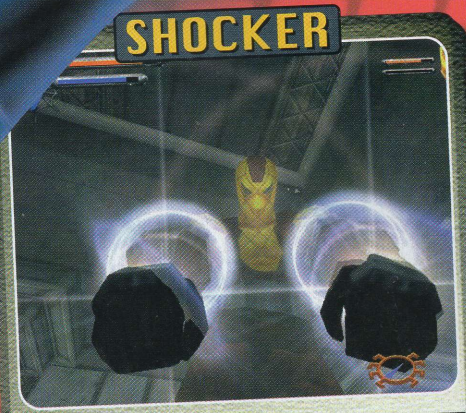


Initially, Shocker uses the subway tunnels to cannon his attacks at Spidey. All you can do is get out of the way.

BRING ON THE BAD GUYS!

You only get the Green Goblin in the film. But where would the game be without end-of-level bosses eh?

SHOCKER



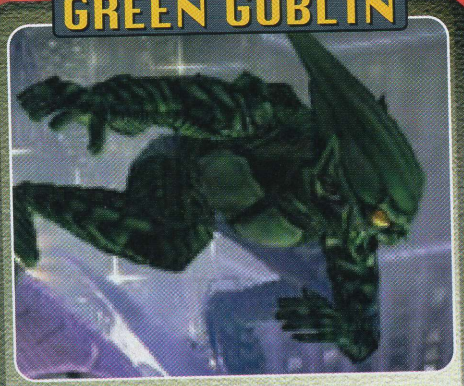
REAL NAME: Herman Schultz

ABILITIES: Gifted engineer who built his tremor-inducing suit from scratch in a prison workshop.

WEAPONS: Suits fitted with Vibro-Shock units in the gloves which use high pressure air blasts to cause powerful vibrations.

Schultz was a professional criminal who built his suit in prison to enable him to open safes quicker. He's a long time enemy of Spider-Man and is often troubled by crippling self doubt and lack-of-confidence problems. What a loon!

GREEN GOBLIN



REAL NAME: Norman Osborn

ABILITIES: A chemistry and mechanical genius blessed with superhuman strength and reflexes.

WEAPONS: Gas, smoke and concussion bombs, and electrical pulse gauntlets. His Green Goblin suit is also heavily armoured to protect him.

Osborn dabbled with an experiment to increase his intelligence. While this process increased both his strength and his brainpower, it nearly killed him and made him completely insane. In the comics there have been a total of four GGs.

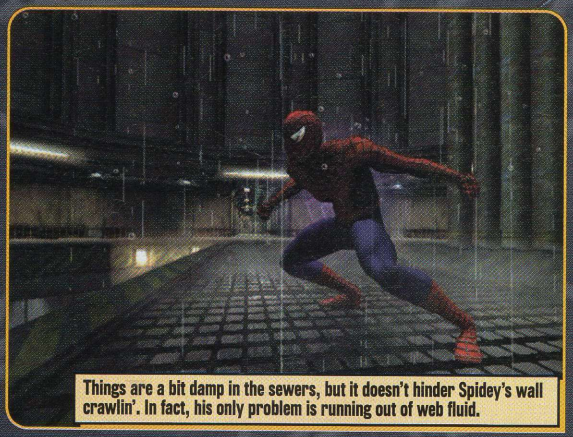
SCORPION

REAL NAME: Mac Gargan

ABILITIES: Climbs buildings using his pincers and leaps huge distances using his tail.

WEAPONS: Superhuman strength, deadly pincers and massive power in his tail. Also, the fact that he's a complete nutter gives him an edge.

Gargan was paid $10,000 by J Jonah Jameson to be the subject of an animal mutation experiment. Unfortunately, it all went horribly wrong, leaving Gargan completely loopy and with a vendetta against Jameson.



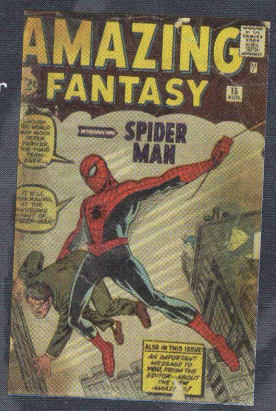
Things are a bit damp in the sewers, but it doesn't hinder Spidey's wall crawlin'. In fact, his only problem is running out of web fluid.

A STAR IS SPAWNED!

Spider-Man first slipped on his dainty ski suit and flipped out a one-liner way back in August 1962. Created by Stan Lee and artist Steven Ditko, Spidey appeared in the Marvel Comic *Amazing Fantasy*, issue 15.

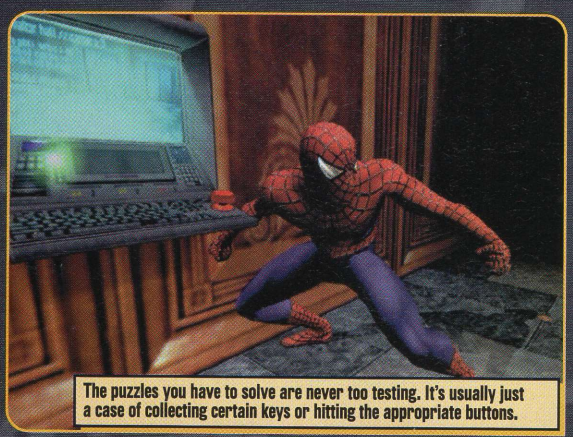
The story follows a young science geek called Peter Parker, who's lived with his Aunt May and Uncle Ben since being orphaned at an early age. Not the most popular kid, Peter is bullied by Flash Thompson and his affection for wholesome Mary-Jane goes unnoticed.

But all this changes once Peter attends a seminar called Experimentation in Radioactivity. A spider manages to pass through the radioactive beam, become contaminated and bite Peter. In a daze, reeling from the bite, Peter leaves the seminar and almost gets hit by car – but he manages to leap away and stick to a wall... Peter Parker realises he has become Spider-Man.



He initially decides to use his powers to gain money, but turns to crime fighting after a burglar kills Uncle Ben – a burglar that Peter chose not to stop earlier.

Since then, Spider-Man has appeared in nearly 3000 comics, saving the world from nearly all the Marvel Super-Villains and teaming up with other superheroes, including DC favourite Superman, along the way.



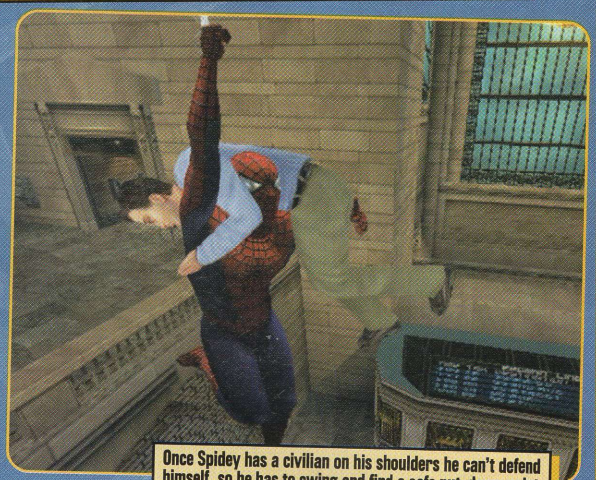
The puzzles you have to solve are never too testing. It's usually just a case of collecting certain keys or hitting the appropriate buttons.

SWEET MARY-JANE!

As a hero of the people, Spidey's first concern is for the innocent bystanders that are unsuspecting casualties of superhero in-fighting. He hoists folk onto his shoulder and swings them to safety – perfect for impressing Mary-Jane.

Mary-Jane once had a thing for the Green Goblin's son. True!

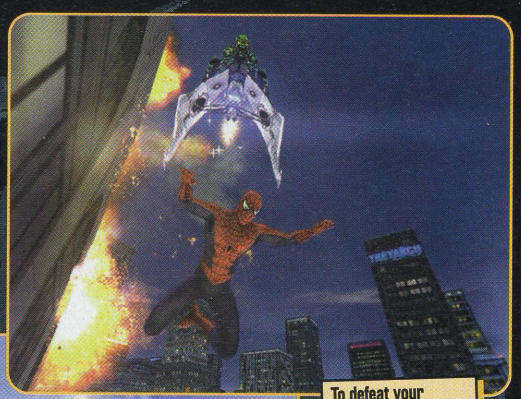
Now she's in love with Spidey, but will he dare reveal his identity?



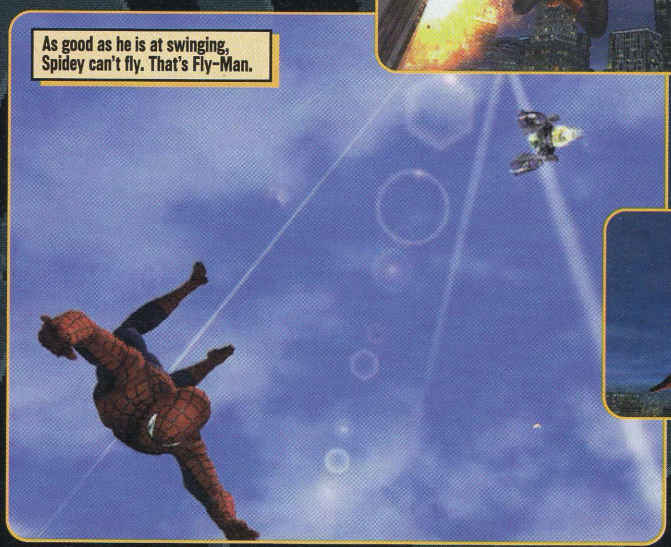
Once Spidey has a civilian on his shoulders he can't defend himself, so he has to swing and find a safe put-down point.

REACH FOR THE SKY!

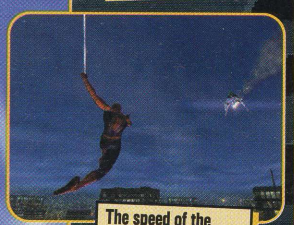
Several of the boss battles, including the showdown with the Green Goblin, are aerial duels. Spidey uses his web-swinging to keep himself airborne while discharging web silk at his opponent. In a confrontation with The Vulture, the web fluid runs out, but you can get Spidey to land on the Vulture's head, grip the bald coot between his knees and give him a Spider-spanking.



To defeat your opponents in the air, it's best to be above them so you can see their movements and drop on to them.



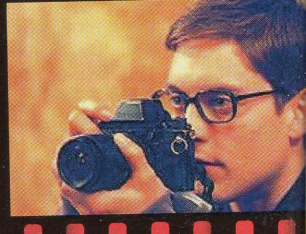
As good as he is at swinging, Spidey can't fly. That's Fly-Man.



The speed of the these dog fights is often breathtaking. It's a real challenge of your reflexes and swinging skills.

WHAT A PICTURE!

The game is slightly different from the film as it includes other villains such as The Vulture and Scorpion, while the film centres around Spider-Man's battle with The Green Goblin. The film is directed by *Evil Dead* creator Sam Raimi, and it stars Tobey Maguire as Spidey, Kirsten Dunst as Mary-Jane and Willem Dafoe as The Green Goblin.



CITY'S SLICKER!

The most outstanding difference between this PS2 game and its PSone predecessors can be seen in the appearance of the outdoor levels. Rather than just featuring a couple of large buildings surrounded in impenetrable fog, there's a sprawling metropolis around you that stretches all way into the distance. You really get a sense of depth and space as you whip and web your way through the air.

You have to suspend your disbelief a little, as Spidey can swing even when there are no obvious place to attach the webs. But hey, we are dealing with the premise of a guy turning into a spider!

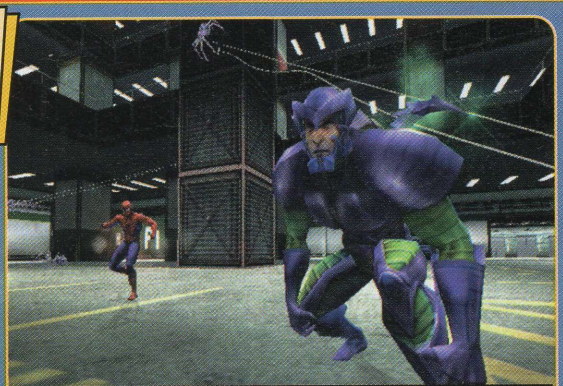
The developers reckon you can actually see individual cars moving on the streets below.

These city levels are fantastic. They're enough to give you vertigo!

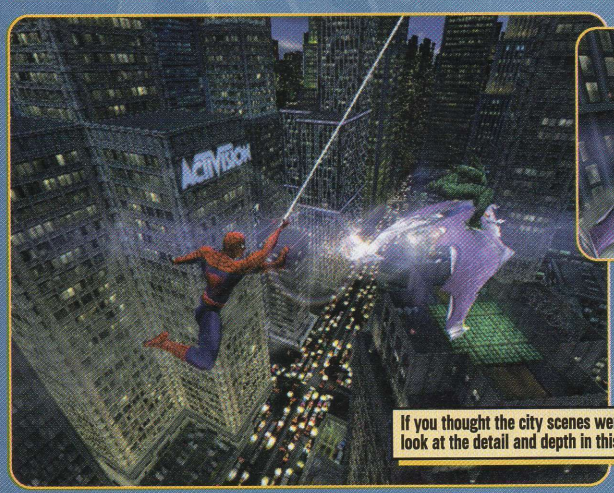
TANGLED WEB!

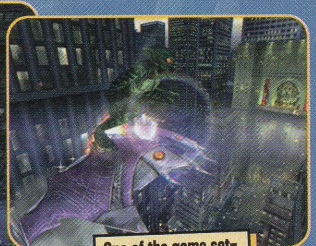
It's not just PS2 that's getting a portion of Spider-Mania. There will be versions gracing several other formats, including GBA, Xbox, GameCube and PC.

Here's a collection of Xbox shots. You can see that the gameplay remains the same.



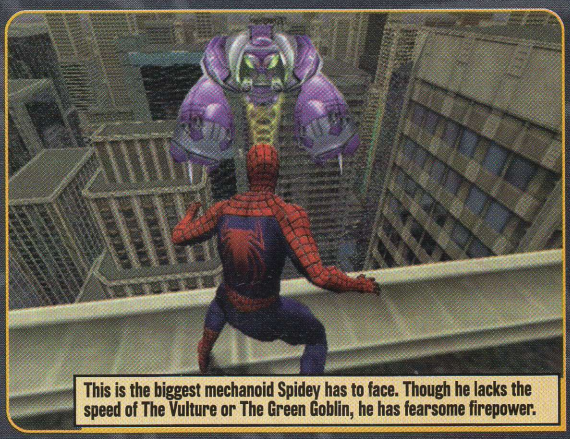
There's not much difference with regard to the character detail. As with the PS2 version, it's mainly the environment that will be affected.





One of the game set-pieces, the Green Goblin battle at the Times Square Parade, is straight from the movie.

If you thought the city scenes were impressive on PlayStation 2, just look at the detail and depth in this shot. It's enough to make you cry.



This is the biggest mechanoid Spidey has to face. Though he lacks the speed of The Vulture or The Green Goblin, he has fearsome firepower.

FIRST IMPRESSIONS

The code we got to grips with had only a third of the final 24 levels available, but it took us from the New York sewers through Grand Central station and on to the thin air of the Manhattan skyline. Chuck in three boss battles and there was enough for us to get our webs in a tangle.

Spider-Man: The Movie is developed by Treyarch, who were responsible for *Spider-Man: Enter Electro* on PSone – sadly a disappointing follow-up to the Neversoft original. However, it looks like they've more than made amends with this PS2 swinger.

Rather than creating a fresh experience to accompany the film, the game is hung around the same framework used in the PSone game, then sprinkled with some next-generation magic dust to add an extra dimension to things.

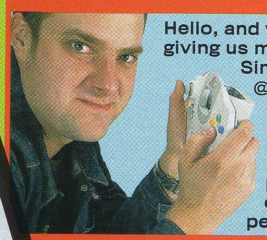
Obviously, our wall-crawling hero will be looking sweeter in his PS2 incarnation, but it's his surroundings that really excite – some of them are huge! There are sprawling city-scapes to swing through and cavernous warehouses housing huddles of henchmen, and all these open spaces are fog-free and begging to be explored. Agrophobes need not worry, however. In complete contrast, there are labyrinths of towers and air-vents to squeeze through too.

Initially, the controls require delicate spider-like fingering, as the whole pad is used to accommodate Spidey's web slinging and multi-directional movement. But after a few clumsy swings, it quickly becomes second nature, and the ease of the control system enables you to exploit Spidey's flexibility as a character. You can hurl Spidey into a cluster of henchmen, instantly take a few down and – with a quick tap of R1 – zip to the ceiling if things are getting too hot for you. Or tap R2 to swing across the room, then wrap a marksmen in webs from a distance and pummel his mates. He's an all-singing, all-dancing hero and, thanks to the tight controls, he's at the mercy of your every whim.

The other good news for web-slinging fans is that the camera is on your side, offering you a full view of the action despite the frenetic gameplay and extreme locations. Walls and ceilings become transparent when necessary, but they do it all without compromising the game's look. Squeezing L2 lets you swing the camera around so that you're always locked on to your opponent – this is especially helpful with the aerial duels.

It'll feel familiar to fans of the PSone games, but there's still loads of stuff to get the Spidey senses tingling. We're hoping for nowt less than the best Spidey game ever.

YOUR SHOUT



Hello, and welcome to the bit of GM that you write, giving us more time to play *Jet Set Radio Future*. Simply send everything over to: gamesmaster@futurenet.co.uk, or cram your stuff in an envelope, fill out the coupon (or copy it out) on page 67 and heave it all to us at: Your Shout, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. We might not be able to reply personally but we do read absolutely everything that you send us – even all the personal abuse... Sob.

THE EDITOR • Robin Alway

A bumper pile of streetwise opinion from the planet's coolest readers. To get involved, scrawl a letter and get yourself heard! Mark the envelope 'Your Shout' and slip in the coupon on page 67.

POOR LITTLE BEGGAR

Dear GamesMaster,

I'm so hard done by. My parents are so mean, I've only got a PlayStation, a PC, a N64 and a Game Boy Pocket. Please, please, please can you send me a few things. I'm not asking for much – just a PS2 with 10 games, a GameCube with 10 games, an Xbox and 20 games, a GBA and 10 games and £1000 to spend on other games and consoles that will come out in the future. As you can see, I'm really hard done by and I'm not asking for much.

Chris Jones, no address given

You poor man! It's situations like the one you've outlined that shows that some sort of charity for deprived gamers should exist – like Game Aid. If you have a similar story of woe, please send it in to someone who cares... 'cos we don't. We thought about sending you a console, but you didn't send your address.

Perhaps Chris Jones should practice on this and then go and win a million on telly.

ACTUALLY...

Dear GamesMaster,

Ever the pedant, I noticed a small item of misinformation in your issue 117 letters page, where you told David Muckersie that the Spectrum couldn't get you onto the internet. Well, you were half right. Many moons ago, a small company (I forget the name) released a modem for the Spectrum. It also came with some software that was a bit like the DC home page. Message boards, chat rooms and online game hints were at your disposal. Of course, back then the internet was virtually non-existent, so this was absolutely cutting edge. I bought this modem and used it for two weeks. Then my mother got the phone bill... Still, I managed to pay it off after five years, which was nice.

Peter Kelso, Kent

Further proof that the Spectrum was possibly the greatest home computer ever. Also I must offer our sincerest apologies for our half rightness.

QUICK OFF THE MARK

Dear GamesMaster,

Contrary to many Sega fans' thoughts, I think that it's great that they are making games for other consoles. I only wonder why they've left it so late. Games like *Phantasy Star Online* would play great on Xbox, where you can download things from the net onto your hard drive. Sega may have done better if they'd only started porting games earlier.

Chris Fallick, Hampshire

The reason why Sega didn't port things earlier is that they had to keep their best games exclusive to Dreamcast to make it more desirable to purchase. It's the same reason why Nintendo would never let Mario turn up on a Sony console. But now they don't have to worry about DC, we should see some spectacular things from Sega as they can exploit the various strengths of all the next-gen formats.

PRICING UP

Dear GamesMaster,

Having recently sold my DC in order to buy a next-generation console, I am a little confused when it comes to pricing. The thing is, PS2 is £199 compared to £299 for Xbox. However, with PS2 you have to shell out £30 for a memory card, £30 for a Multitap and £25 for a DVD lead. That comes to nearly £299. As Xbox comes with its own hard drive and four controller ports, the total cost is a lot more competitive than people would have us think. Has anyone else noticed that Xbox is actually the

Online games like *Phantasy Star* would fit snugly onto Xbox's hard drive.

STAR LETTER

GAMES ARE GOOD – OFFICIAL!

Dear GamesMaster,

My parents are always going on at me because I play my PlayStation all day long. They say I'll never get anywhere in life. But my brother hated playing games and now lives a life of crime. He's in prison. Where's that going to get him in life? I'm doing great in school and have lots of friends. When I'm not playing PlayStation I'm in the arcade with my mates. Just last week we met some girls down there and we started playing games like *Sega Rally* and *Tekken* together. Now my mate is even going out with one of them. My point is that computer games don't stop people enjoying life, and they do sometimes bring people together.

Adam Douglas, Liverpool

That's a lovely story. I feel that whatever you do in life you should have a passion for it. And if you have a passion for games this could lead to a career or even a girlfriend – and you can't beat a little multi-player action!

STAR LETTER

GamesMaster

If you're the Star Letter writer you win a top game on the format of your choice, so get scribbling or typing right now!

gamesmaster@futurenet.co.uk

◀300 quid is quite a lot to shell out for a console but, thanks to it's huge hard drive, you won't have to purchase a memory card. The main hidden costs for Xbox include the extra joypads and the remote control that enables the 'Box to play DVDs.

better buy?

Uncle Boo, Manchester

Unkie Boo, you is one sharp cookie. You've highlighted the problem of hidden costs when it comes to buying a console. Xbox is a bit guilty of this too though, as you also have to pay £30 for a DVD remote controllers to watch your favourite movies.

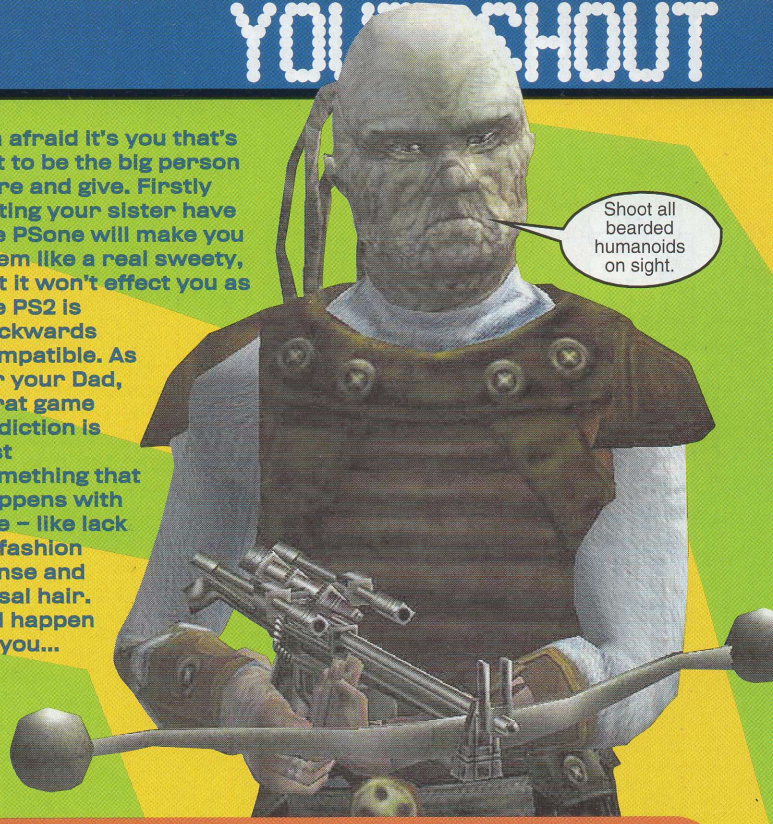
SCROOGED!

Dear GamesMaster,

I'm in a spot of trouble 'cos I happen to have a PS2, PSone, GBC, GBA and a PC. My sister got a TV for Christmas and she wants my PSone in her room and my mum said this is fine but I say "No!" Why should she have it? The massive blow is my mum won't let me have my PSone or PS2 'cos I said no, but I still won't give up. And my dad is obsessed with *Age of Empires* and I've got *Galactic Battlegrounds*. *Age of Empires* is soooo boring and my dad is way out of fashion. How can I get him to play *Star Wars*?

RT Geary, e-mail

I'm afraid it's you that's got to be the big person here and give. Firstly letting your sister have the PSone will make you seem like a real sweety, but it won't effect you as the PS2 is backwards compatible. As for your Dad, strat game addiction is just something that happens with age – like lack of fashion sense and nasal hair. It'll happen to you...



Here's where you can sell your stuff and grab yourself a bargain too! Mark your ad 'Cart Boot' and send it in with the coupon on p67!

Penpals

Want to chat with like-minded loons? Or perhaps you're looking for that special someone to share a two-player game with... Mark your letter 'Penpals' and send your entry in with the coupon on page 67 to the usual address!

Male/female penpal wanted. Must be aged 12-21. 100% reply guaranteed. You must be mad about cartoons and have hobbies like going on the internet, writing, TV and reading books. Don't be afraid to share your childhood with me! I am a person that can keep secrets my personal business. I am 14 years old. Please write soon.
Nicky McDougall, 10 Summit Close, Bury, Lancs, BL9 7TS.

Hi, my name is Aki and I'm looking for a female penpal aged 11-14. I'm 12 and I love dance music, WWF, *The Simpsons* and football. A mobile is important so that I can text you. A pic would also be nice.
James Atkinson, 10 Long Moss Meadows, New Longton, Preston, Lancs, PR4 4RZ.

I am looking for a male/female penpal aged 11-13 (I am 11). You must have a games console. I like skateboarding, Eminem and D12. It would be great if you have loads of cheats to swap. I have a PC, PSone, N64 and PS2 (my favourite). 100% reply.
Jake Macmillan, 90 Wantage Road, Reading, RG30 2SF.

Yo, the name is Laura and I'm looking for a male/female penpal. Aged 10-13, you must own or like PlayStation and you must like the *Final Fantasy* games. I'm interested in any other game on PS or Game Boy. Please could you send a photo if you can. Hope to hear from you soon!
Laura White, 625 London Road, Isleworth, Middlesex, TW7 4ER.

Male/female penpal wanted aged 13-15. I am a 13 year old girl who is into *The Simpsons*, PlayStation, PCs, football (I support Tottenham) and fashion. You must like one of the above. 100% reply to all letters. If possible, mobile phone number and photo please, but not essential.
Dani-Leigh Page, 191 Salisbury Avenue, Barking, Essex, IG11 9XT.

Male/female penpal wanted, 14-16. I love *Final Fantasy*, *Tekken* and GBA. I like trance music, horror films and my PlayStation. Send pics, chocolate and letters to me and I will reply (1000% guaranteed). Write 'cos I'm bored. I'm 15 by the way.
Daniel Love, 12 Elliot Close, Brooklands, Whetstone, Leicester, Earth, LE8 6QX.

Male/female penpal wanted. I'm a 19 year old Nigerian and I like playing PlayStation, music and basketball. You can like whatever you want to like. Please send me a photo with your letter if possible. 100% reply guaranteed.
Emmanuel Ehiabhi, PO Box 6604, Jos, Plateau State, Nigeria, or e-mail: eosameke@yahoo.com

Penpals aged 12-13 wanted. Male or female. Must like playing *Counter-Strike* and be a sci-fi or an action type of guy. Must be in to Pokémon or Digimon as well. I am 12 years old.
Simon Cen, 20 Cwrt-y-Cadno, St Fagans, Cardiff, CF5 4PJ, or e-mail apines@daonlygod@btinternet.com

Hi! Female penpal wanted, aged 12-14. I'm a boy who loves to talk about the latest consoles, games and GamesMaster mags. Preferably, you should have an e-mail address where I can write to you. Thanx! (100% reply.)
Richard Holland, 36 Chantry Road, Moseley, B'ham, B13 8BJ. Rikkydik2001@hotmail.com

Games For Sale

PC games for sale: *Unreal Tournament*, *Grand Theft Auto 2* and *Metal Gear Solid* – £5 each. I am also selling *Max Payne* and *Return to Castle Wolfenstein* for £10 each.
Call Abid Mohsin on 0161 205 7361.

Nintendo games for sale. The games are *Legend of Zelda: Majora's Mask* (£20), *Rayman 2: The Great Escape* (£10), *Super Smash Bros.* (£20) and *Legend of Zelda: Ocarina of Time* (£5).
Please text or e-mail me at: 07790 152 262, or iluv2liv@hotmail.com

PlayStation games for sale. £10 each for all three of these games: *Crash Bandicoot*, *Crash Bandicoot 2*, *Croc*, *V-Rally* and *Micro Machines v3*.
Call 01989 565 102.

***Samba de Amigo* for sale.** Boxed with peripherals and in mint condition – £65.
Phone Andy on 01283 732 556.

Assorted games for sale: *Beetle Adventure Racing* (N64, £10), *Hybrid Heaven* (N64, £10), *Body Harvest* (N64, £4), *Pokémon Blue GB* (£5), *Pokémon Yellow* (GB, £5), *Metal Gear Solid* (GB, £5). Will sell the lot for £35. Or I can bundle the GB games for £12 and the N64 games for £22.
Contact Sam Hall on 07949 673 216.

PC games for sale, including: *Black & White* (£12), *Deus Ex* (£10), *Project IGI* (£10) and *Championship Manager '99/'00* (£5). Also, a Predator computer joystick (£5) for sale. All boxed and in excellent condition.
Contact 01656 733 819 or e-mail: jay@jjs26.fsnet.co.uk

Games/Consoles Wanted

GBA with at least one game wanted. Will a kind person swap their GBA for my GBC? I've got four games (*Pokémon Red*, *Pokémon Trading Card Game*, *Monkey Puncher* and *Robot Wars*). I'll also throw in a Pikachu carry case and some cheats for *Pokémon Red*. I've also got a PSone for sale with one controller and a few games, including *WWTBAM?*, *Metal Gear Solid*, *Tomb Raider* 1 & 2, *South Park* and *007 Tomorrow Never Dies*. PSone is £200 including games and if you want to buy the GBC it's £30.
Call 07762 791 622 in the day time, or 01463 831 763 in the evening.

Wanted: N64 with two controllers, a Memory Pak and games (optional). Willing to pay up to £30 but must be in the Wellington or Somerset area.
Call 01884 840 457 or 07719 300 555.

I'm looking for *Mario World 2* and *Kirby's Dreamland* for SNES. Will pay up to £10 each.
E-mail Brockhurstfamily@hotmail.com, or call 01424 210 320.

***Goldeneye* or *Zelda: Majora's Mask* wanted urgently.** Willing to pay £10 to £15, or will swap *Biofreaks* for N64 or *Hercules* and *Tomb Raider* for PS.
Call 0131 665 7556.

I want a GB camera/printer and *Pokémon Puzzle League* for GBC. Will pay £30 or swap for *South Park* (PSone), *Theme Hospital* (PC) and some Pokémon cards.
E-mail djcati@excite.com or text 07720 474285 (or phone after 5pm).

Games to Swap

Will swap transparent purple Game Boy Color (battery cover missing) with mains adaptor and charger, *Pokémon Blue* and *Alleyway* game for *Crazy Taxi* or VMU for Dreamcast. Essex area.
Call Ashley on 01268 693595.

Consoles For Sale

Dreamcast for sale, with six top games, including *Sonic Adventure* and *Crazy Taxi*, one VMU, two joypads, a keyboard, net cable (useable on PCs), and a DC mag and demo. Sell together or separate for £125.
Call me on 01569 731 640 after 4pm and ask for Scott.

N64 for sale, with three pads, two memory cards, a Rumble Pak, *Goldeneye*, *Pokémon Snap* and *Zelda: Ocarina of Time* – £40. Also selling a Sega Saturn with two pads, 8Mb memory card and 13 games for £30.
Write to Philip Eaton, 30 Coughton Place, Walford, Ross-on-Wye, Herefordshire, HR9 5RX.

Game Boy for sale with 10 games, a case, adaptor and magnifier – £75.
E-mail me at: greatest_7@hotmail.com

Sega MegaDrive 2 with six games for sale. Also has two controllers. The games include *Sonic* 1 & 2, *Dr Robotnik's Mean Bean Machine*, *Total Football*, *FIFA '97* and *Taz: Escape from Mars*. £2 each or £10 for the lot. The Sega with the games and the controllers will cost around £30.
Call Toby on 01733 330 672 (5-8pm) or e-mail me at: tobycoaker@cs.com

Game Boy Pocket for sale, with two games (*Super Mario Land 2* and *Metroid 2*), Game Boy case, battery pack and charger – £40.
Call 01989 565 102.

PlayStation (with *SmackDown! 2* stickers) and 15 games, a 1Mb memory card, one controller and a Scorpion lightgun. Games include *Tomb Raider Chronicles*, *The World is not Enough*, *Die Hard 2*, *SmackDown! 2* and *Syndicate Wars*. 15 demos, seven mags and a Scart cable also included. All for £165 ono.
E-mail Oliver Davies at: theone250987928@aol.com or write to: 177 Barnt Green Road, Cofton Hackett, Birmingham, B45 8PR.

MegaDrive and games for sale. Asking £45 for five games, the console and three controllers. It is in excellent condition. Separately, I want £8 for the top games and £5 for the others.
Call 07759 632 055 or 02871 841 626 and ask for Mark.

PlayStation for sale, with four games and one controller. All for £50 ono. Essex area.
Call 01268 693595 and ask for Ashley.

Sega Dreamcast for sale, comes with two controllers and two VMUs, all the internet connection kit you need, and 23 games, including: *Sonic 2*, *Quake 3: Arena*, *Crazy Taxi 2*, *Soul Calibur*, *Virtua Tennis* and many more. The lot for only £170.
Call Sofiane on 07905 352937 (7pm-10pm) or e-mail sofianebouayed@hotmail.com.

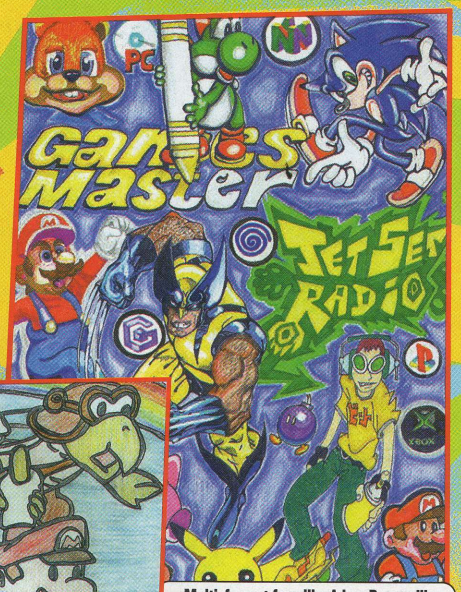
PlayStation with 13 games, including *Driver* and *Driver 2*, *Medal of Honor* and *Medal of Honor 2*, and *Tony Hawk's 2*. Also, one 1Mb memory card, Mad Catz steering wheel (boxed, with pedals), Airpad and Dual Shock controllers. Includes all cables. All for £200
Phone me on 01483 772664.

PlayStation with 55 games, two controller pads, four memory cards and two guns. All boxed and in good condition. £230.
Neil Lowe, 16 Church Lane, Croft, Skegness, Lincolnshire, PS24 4RR.

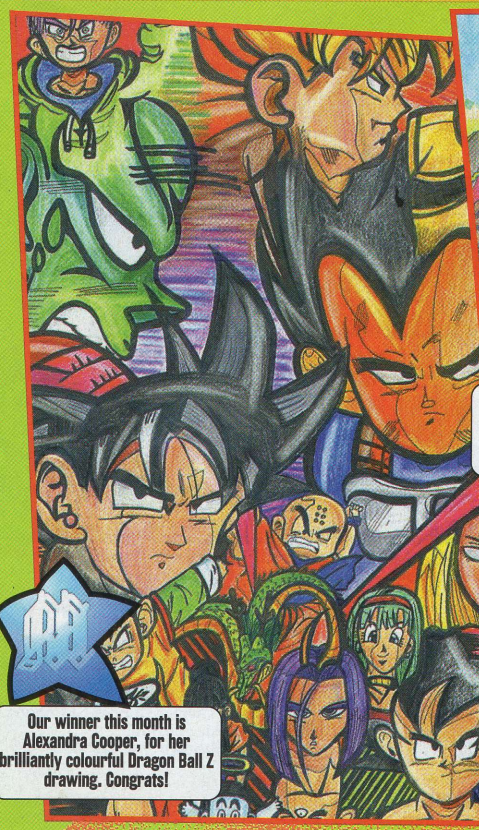
PS2 for sale. Comes with two memory cards (8Mb), 11 games – all in tip-top condition. £160, or willing to swap for a Net Yaroze PlayStation (has to be in mint condition though).
Phone 01481 235 368 after 4pm and ask to speak to Will.

GM ART HOUSE

» Are you a whizz with the old felt tips? Why not send us a pic (no bigger than A4) and show it off to the nation? Our fave each month wins a free game on any format! And don't forget to include the coupon on page 67!



Multi-format fans like Adam Dean will love the array of characters on display here. Top effort Adam, only just pipped to the top prize this issue.



Our winner this month is Alexandra Cooper, for her brilliantly colourful Dragon Ball Z drawing. Congrats!

Ryan Johnson's pencil sharpener must have been blunt by the time he'd finished colouring in Steiner from *FF9*.

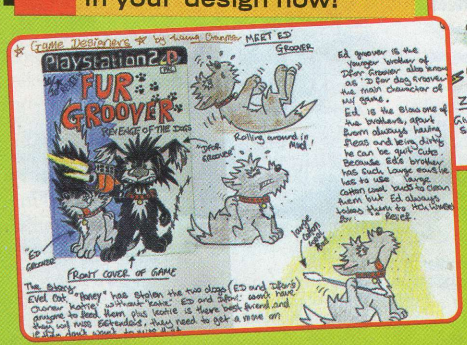
All the stars from *Paper Mario* are gathered together in Lee Alan's gorgeous pastel picture.

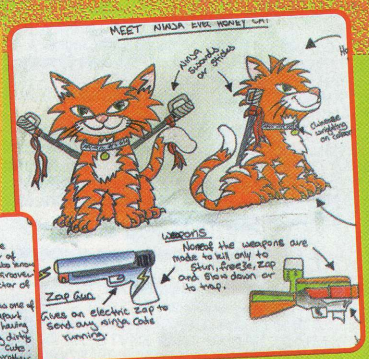
Forget cel shading. Emma Ho takes *Jet Set Radio* into the future. And the future is... pencil crayons. Nice one, Emma. We like your style.

Wow! Sebastian Wicksteed has penned another great Dragon Ball Z piccie.

GAME DESIGNERS' WORKSHOP

» Have you got a great idea for a game? Each month GamesMaster dishes out a free game to the best effort. Think you can do better? Send in your design now!





▲ Meet evil ninja honey cat, who's kidnapped her former owner Katie, due to the neglect she suffered at her hands as a kitten. But Katie's learnt her lesson and her trusty mutts Ed and Dfor Groover are out to get her back before *Eastenders* starts.

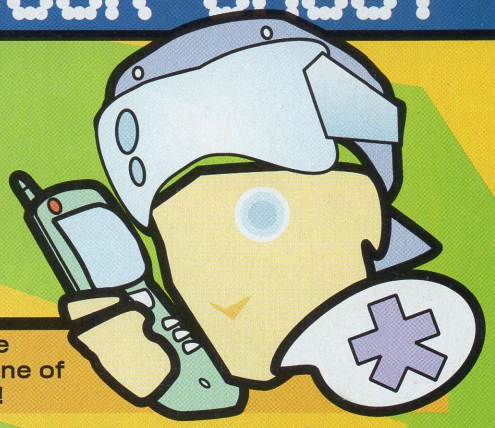
How to Enter

Make your game idea as detailed as possible. Include pics of what it looks like, sketches of the characters, what they're like and how the game plays, then mark your envelope 'Games Designers' Workshop' and send it with the coupon on 67. If you win you'll get a game on a format of your choice.

THIS MONTH'S WINNING GAME!

▶ Hell hath no fury like a woman scorned, and Satan's wife has been scorned badly since her husband from Hades has run off, leaving her in charge of the underworld. Trying to destroy her world of sin and seduction are Dave and Kane, the heroes of our piece. Congratulations to Ben Rowe.

OUT NOW!



Reckon you can review games alongside the GM team? Want to get your name and pic in print and win a top quality wodge of gaming goodies? Just review one of your games for us, mark it up 'Out Now' and send it in with the coupon below!

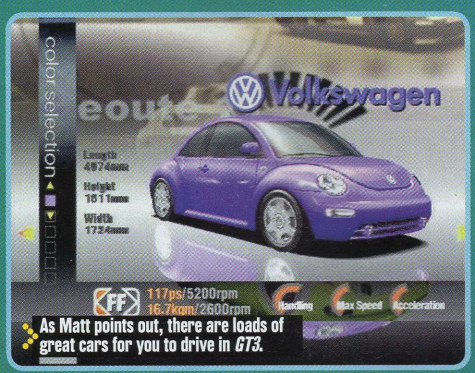
Gran Turismo 3: A-Spec

PRICE: £20 PUBLISHER: SONY

REVIEWER

Matt Woodhouse

Gran Turismo 3 is absolutely brilliant, including makes of car such as TVR, Lotus, Jaguar, BMW, Aston Martin, Alfa Romeo, Ford, Chevrolet, Toyota, Subaru, Mercedes-Benz, Mitsubishi, Mazda, Tuscan, Corvette CR5, Supra, XRJ Coupé, Esprit, Elise, MR2 and MX-5. You have to buy cars and win races to build a huge collection in your garage, then play against the computer or your friends with your own cars, or try to complete all of the challenges to unlock secret cars. The graphics are incredible as the cars are photo-realistic, the tracks are photo-realistic and you can zoom in on your car by using L1 + L2. Arcade mode is also superb. You must unlock different tracks that are in different areas by winning races. Then you can race against your friends on all 34 tracks. In Gran Turismo mode you win races to get cars. Your garage has room for 250 cars and you can buy parts for them. There are so many options and missions, you'll be playing this for months.



As Matt points out, there are loads of great cars for you to drive in *GT3*.

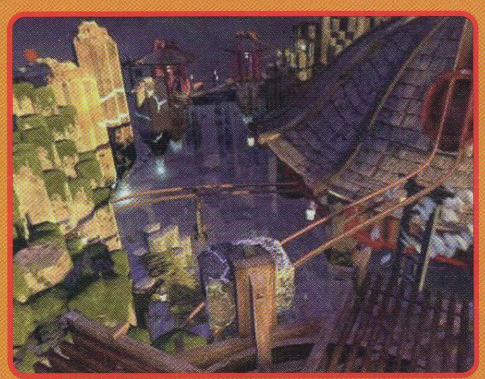
Myst 3: Exile

PRICE: £35 PUBLISHER: UBI SOFT

REVIEWER

Cal Russell-Thompson

This is a brilliant achievement from Presto Studios. As soon as I put the disc into my computer's drive, I could feel myself in the wonderful world of *Myst*. You have to travel through the surreal Ages and solve puzzles until you find out the truth about your new enemy. The FMV sequences are amazing. One example of these great cinematics is right at the beginning, when the beautiful Catherine, wife of Atrus, confronts you with her baby daughter Yeesha in her arms, talking to you. The storyline? Well, the player visits Atrus' Homeland Tomahna,and prepares for a trip into the new age, Releeshan. But a savage baddy named Saveadro steals Releeshan. You search the ages of Tomahna, J'nanin, Voltaic, Amateria, Edanna and Narayan for three symbols capable of freeing Releeshan from the grasp of a deranged, savage freak. This thriller should not be ignored.



▲ Take a trip to Releeshan and search for three symbols to defeat the deranged freak who's your foe in *Myst 3*. Cal reckons you'll love it.

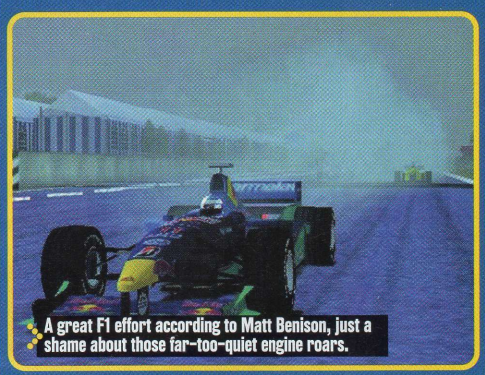
Formula 1 2001

PRICE: £40 PUBLISHER: SONY

REVIEWER

Matt Bennison

The ultimate Formula 1 game, this is a must-have for all F1 fans! Totally brilliant are the best words to describe this game. The graphics are wicked, the gameplay is brilliant, and the circuits are as near to exact images of the real thing as you can get, though there are a couple of problems... In my opinion, it would have been better to have waited a couple of months before releasing this, as EA did with their *F1 2001*, so that the drivers could have been as up to date as possible (some drivers swapped teams during the season). Also, the sound is not very good. If you are as passionate about F1 as I am, the engine sounds needs beefing up somewhat as they sound like a cross between the vacuum cleaner and sewing machine! Back on a positive note though, the crashes are totally amazing. Put damage On, go round the track the wrong way, and meet Michael Schumacher head-on at 200 mph – you'll be impressed. This brilliant, sophisticated game is a must-buy for all F1 fans. It's certainly not the pits!



A great F1 effort according to Matt Benison, just a shame about those far-too-quiet engine roars.

Your Shout Entry Coupon

Fill it in and get in the mag!

Want to get involved? To get your stuff in the pages of GM just mark your letter either 'Your Shout', 'Cart Boot', 'Art House', 'Game Designers' Workshop' or 'GM Penpals' and bung in this coupon with your submission. Simple. Now send the bundle to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Do it now! If you don't want to hack up your GM, scribble it all down on a bit of paper.

My name is: _____

My address is: _____

_____

_____

My age is: _____

The bit of GM I like is: _____

The bit of GM I hate is: _____

Affix a pic of yourself here if you want to see YOUR face in GM!

(Don't want to send your favourite pic? Send a stamped, addressed envelope with your entry and we'll send it straight back to you!)

To get your stuff in GM send it to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

This month's GM survey questions are...

If you could have a superhero ability, what would it be? Would you use your ability to save the world or conquer it with evil? And who would you like to be your arch enemy, ie Lex Luther?

ABILITY _____

GOOD OR EVIL? _____

ARCH ENEMY _____

Check back next month for the results!

Result!

In issue 116 we asked what your new year's resolution was? What will be 2002's biggest game? And what game was a big let down in 2001?

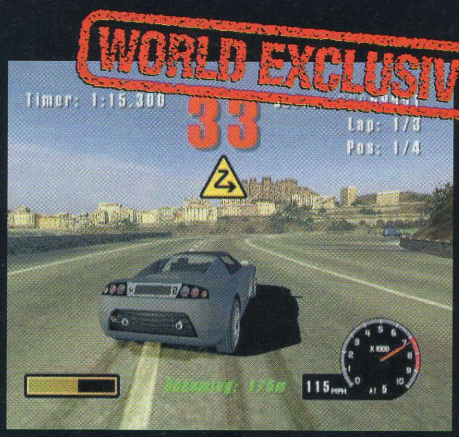
RESOLUTION: Buy more games

BEST: Grand Theft Auto 3

DISAPPOINTMENT: SmackDown! JBI

Mark your letter up as 'Your Shout', 'Cart Boot Sale', 'Art House', 'Game Designers' Workshop' or 'GM Penpals'!

THE BIGGEST AND BEST NINTENDO EXCLUSIVES > BEFORE ANYONE ELSE EVEN GETS A SNIFF...



BURNOUT

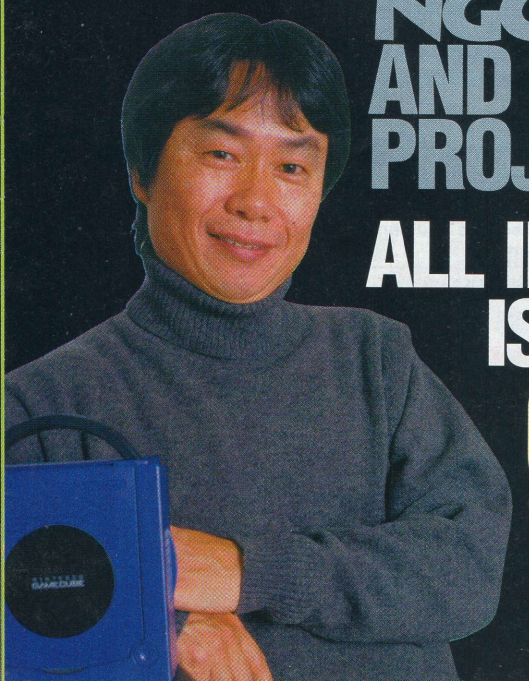
SOUL CALIBUR 2

DIE HARD

TOP GUN

STARFOX ADVENTURES

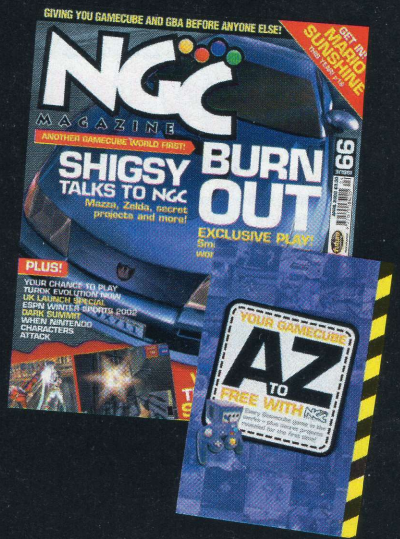
PLUS > SHIGSY SPEAKS TO NGC ABOUT MARIO, ZELDA AND HIS SECRET PROJECTS



ALL IN THE LATEST ISSUE OF NGC

ON SALE

THURSDAY 14TH MARCH



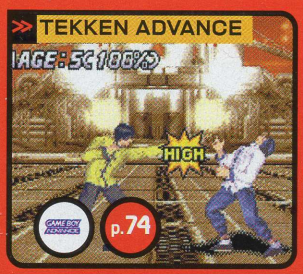
NEW GAME REVIEWS

BRITAIN'S BEST REVIEW ZONE!... BRITAIN'S BEST REVIEW ZONE!... BRITAIN'S BEST REVIEW ZONE!... BRITAIN'S BEST REVIEW ZONE!... BRI

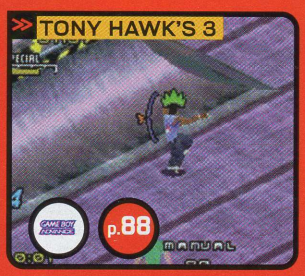
REVIEWS EDITOR

It's time to introduce the most important games of the month. Leading the charge is the first taste of Xbox grappling with *WWF Raw*. We've also got the first ever review of *ISS 2*, our verdict on *Tony Hawk's 3* on GBA and the lowdown on the best *Star Wars* game ever. Go to page 82 to see just how good *Jedi Knight 2* really is. And you wonder why I'm smiling!

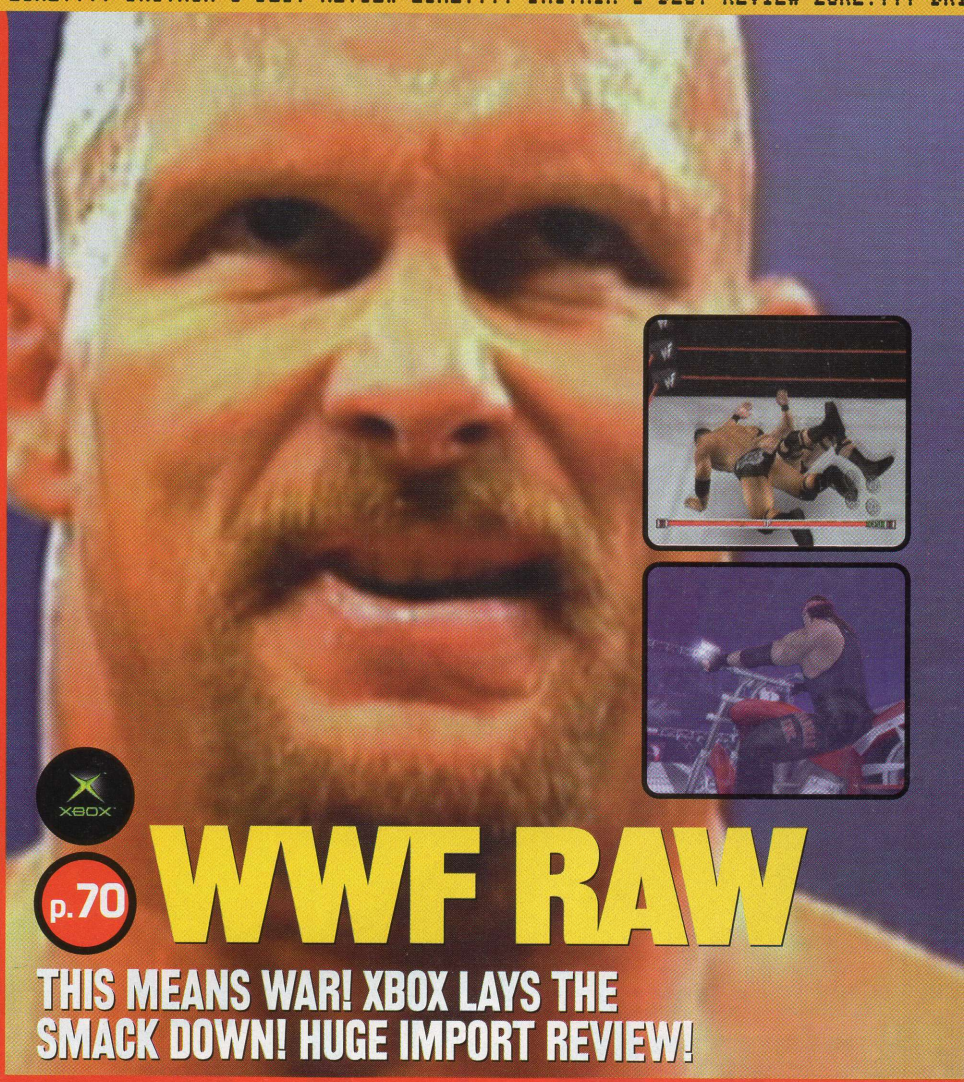
Richard Melville



TEKKEN ADVANCE



TONY HAWK'S 3



XBOX

p.70

WWF RAW

THIS MEANS WAR! XBOX LAYS THE SMACK DOWN! HUGE IMPORT REVIEW!

THE SCORE

90 to 100% Tippety top cream of the crop. If you own the console, buy this!	**40 to 50%** Quite simply not very good. We played it – we didn't like it.
80 to 90% A great game. If you like the sound of it you should get it in.	**30 to 40%** Oh dear. Perhaps the programmers should play some 'games'.
70 to 80% Neat enough but a little lacking. Still, if you really must have it...	**20 to 30%** What the...?! This looks awful and plays awful as well.
60 to 70% A game scuppered by an annoying flaw or two. Shame.	**10 to 20%** Not a videogame at all but a device of mental torture.
50 to 60% Above average but only just. Spend your cash elsewhere.	**0 to 10%** Like dangling your diddlies in a mincing machine.

THE VERDICT

Factpack
The stuff you need to know...

Drivers	22
Manufacturers	11
Circuits	17
Levels of Difficulty	4

Your 'at a glance' guide to the game's features. How many levels? Bosses? You'll find it here.

Softography
These guys have also made...

FIFA '98	66%
FIFA '99	90%
FIFA 2000	78%
NHL 2000	45%
NBA LIVE 2000	91%
MADDEN NFL 2000	58%

Are the game's makers hot or not? Want to know what games they've made before? It's all here!

If the game scores over 90% GM awards it a Gaming Masterpiece. These games are among the very best you can get so snap 'em up!

The final verdict in one snappy soundbite with the only score that counts at its side.

It's crunch time. Here's where you'll find the real deal for every game. Each title is rigorously assessed in three disciplines:

Graphics: What does it look like? Does it move smoothly? Enough variety?

Gameplay: Does the game *work*? Is it satisfying and fun to play or a pain in the cheeks?

Lifespan: Is there enough of it? Will you be playing this title for months or mere minutes?

Judgement

GRAPHICS Perfectly acceptable, and you certainly get the impression of being airborne.

GAMEPLAY A bit muddled, what with multi-levelled racing and unclear combat elements.

LIFESPAN If you yearn to race a plane, you'll love this, but otherwise it's all a little tame.

N-Gen Racing is a competent title, but loses out due to its lack of any real impression of speed and a erratic combat system.

Overall 70%

GAMING MASTERPIECE

REVIEWED THIS ISSUE...

HANDHELD HEAVEN p102 • F-14 Tomcat • Fila Decathlon • Moto GP • Rainbow Six: Rogue Spear • Jurassic Park 3: Dino Attack • ESPN Bass Tournament • ESPN International Winter Sports • Caesar's Palace Advance: Millennium Gold

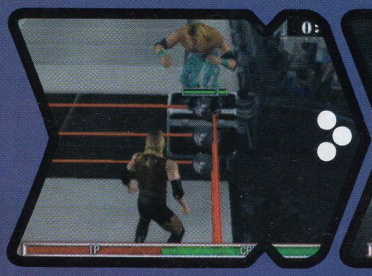
WWF RAW (XBOX)	70	TONY HAWK'S PRO SKATER 3 (GBA)	88
TEKKEN ADVANCE (GBA)	74	GENMA ONIMUSHA (XBOX)	90
RALLISPORT CHALLENGE (XBOX)	76	STAR WARS: RACER REVENGE (PS2)	92
SSX TRICKY (XBOX)	77	ISS 2 (PS2)	94
KNOCKOUT KINGS (PS2)	77	SLED STORM 2 (PS2) SHREK (XBOX)	96
WRECKLESS (XBOX)	78	CRASH BANDICOOT X/S (GBA)	97
STATE OF EMERGENCY (PS2)	80	BROKEN SWORD (GBA)	98
STAR WARS: JEDI KNIGHT 2 (PC)	82	TONY HAWK'S PRO SKATER 3 (XBOX)	99
DARK SUMMIT (XBOX)	84	ARCTIC THUNDER (XBOX)	99
CHAMP MAN '01/'02 (XBOX)	86	HERDY GERDY (PS2)	100
DYNASTY WARRIORS 3 (PS2)	87	VIRTUA TENNIS (PC)	104
NHL HITZ 2002 (XBOX)	87	DRAGON RIDERS (DC)	104

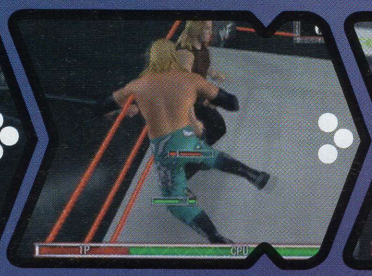
Reviews Round-up p105 TimeSplitters (PS2) • Time Crisis: Project Titan (PS) • C-12: Final Resistance (PS) • Alfred Chicken (PS) • Iron Aces 2 (PS2) • Westlife: Fan-O-Mania (PS) • Blood Wake (Xbox) • Freestyle Scooter (DC) • USA Racer (PC) • Sky Sports Manager (PC) • Hitman (PC) • Worms 2 (PC)

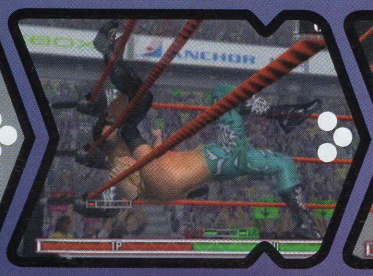
Flick the page to find out how great the latest *Gear* really is.

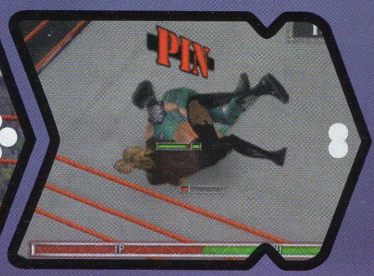
REVIEWER

Oliver Hurley









OUT: NOW (US), TBC (UK) **FORMAT:** XBOX **PRICE:** US IMPORT **DEVELOPER:** ANCHOR INC **PUBLISHER:** THQ **SPECIAL FEATURES:** NONE **OTHER FORMATS:** NONE **CALL:** IMPORTERS **PLAYERS:** 1-4

It's the first ever WWF title for Xbox, but is it good enough to dethrone *SmackDown!* as king of the wrestling games?

WWF Raw

Yes, it's the first ever WWF game for Xbox. Yes, it's out in the US. And no, it's still not confirmed for release in the UK. Crazy, huh? Pending what we're sure will be the *eventual* release of a PAL version, we've got our eager paws on an imported NTSC version, and can report that it manages to both impress *and* bewilder us.

Softography

These guys have also made...

Ultimate Fighting Championship	88%
Toy Fighter	65%
Fighting Cup	N/A

The first thing to note about *WWF Raw* is that it's not developed by Yuke's (the peeps behind the *SmackDown!* series). Instead it's been coded by the tiny Tokyo-based team Anchor Inc, best known for coming up with the great DC version of *Ultimate Fighting Championship* – still the most realistic and brutal beat-'em-up yet released for any console.

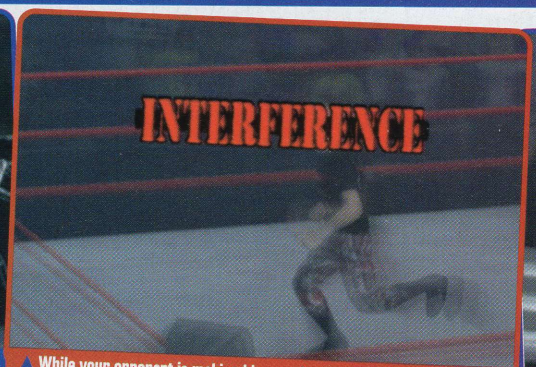
HEAVY WEIGHTS

As such, *WWF Raw* has a grittier edge to it than the *SmackDown!* series. As soon as you pick up the pad you feel more in control of your

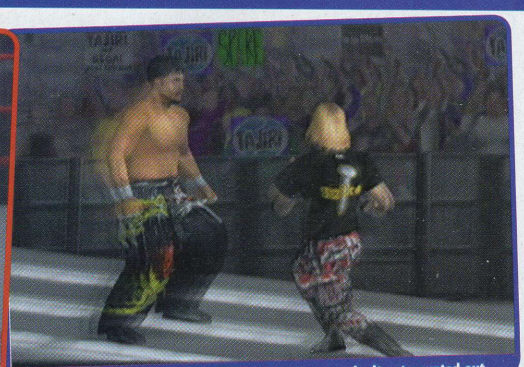
Get A Head Start!

The game's main new innovation – and it's not a huge one – is giving you the opportunity to attack your opponent while they're still heading towards the ring. Handy for an early headstart.

▲ Little does Tajiri know that any moment now he's in for a right hiding. Poor little fella. Let's hope his snazzy kicks come into play.



▲ While your opponent is making his way down the aisle, tap Y and you'll automatically charge towards him, like a bat out of hell.



▲ You'll get off to a good start but make sure you don't get counted out – though you have a count of 20 to make it back to the ring.

Blasts From the Past!

As is inevitable with any WWF game, some the characters are out of date. Even so, Steve Blackman, Haku, Eddie Guerrero and K-Kwik (Save) are all still in there, months after they last appeared on TV.

▲ With none of the WWF's newer characters included in the game, the roster is padded out by an awful lot of mid and lower-card performers, such as the unholy tag team of Rikishi and his disgusting arse.

▲ Let's face it, no one will be rushing out to buy this because it's got Test in it, despite his TV-push/talent ratio. Makes you realise how many WWF characters there are that people don't really care about.

▲ Eddie Guerrero's not been on WWF TV for ages – primarily as he was fired for driving into a huge set of gates while being in a 'tired and emotional' state. Fear not though – he's found God. (Down the sofa!)

▲ Ah yes, the lovely Trish – current WWF Women's champion. She might lack some skill in the way of athletic ability but she appears to be attempting to make up for it in other ways.

character, with basic kicks and punches feeling meatier and the wrestlers looking more solid.

SIM LIKE?

Despite speculation that this would be more like a wrestling sim, it owes a lot to the arcadey feel of *SmackDown!*. The interface is a slightly modified version of that used by the PS games, so mixing different directions with strikes or grapples results in a myriad of moves, depending on where you are in relation to your opponent.

It's an accessible system, but it lacks the rewarding nature of *Tekken*-style combos, which were last seen (and used to great effect) in a WWF game in Acclaim's *Attitude*.

... mixing different directions with strikes or grapples results in a myriad of different moves...

FORMULAIC

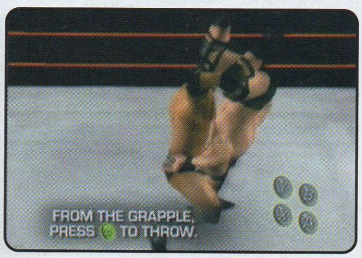
You almost get the impression that the developers were scared of messing about too much with *SmackDown!*'s control system, as so

Factpack
The stuff you need to know...

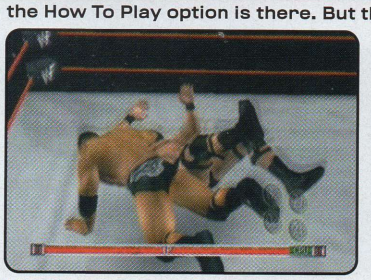
Modes	4
Characters	43
Secret characters	4
Unlockable items	178

Getting to Know You!

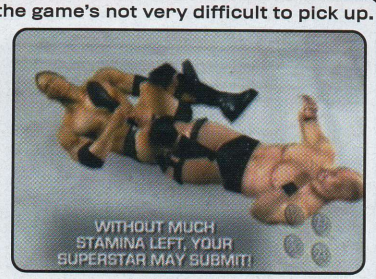
If you don't want to read the manual, the How To Play option is there. But the game's not very difficult to pick up.



▲ From the collar 'n' elbow tie-up position, hit A for a grappling move or X for a striking-based move.



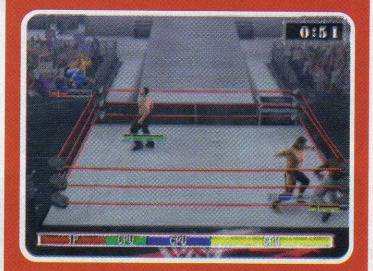
▲ You can only execute your finishing move when the Voltage Meter is at maximum. Make the most of it.



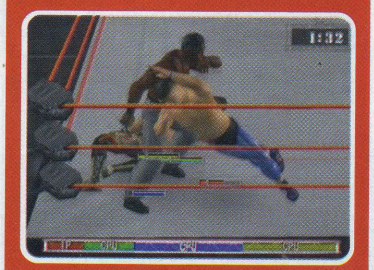
▲ There's a big selection of submission moves – the WWF has unofficially banned moves like piledrivers.

Royal Specials!

The most exciting of the special matches is Battle Royal. No Hell in a Cell or Ladder bouts here.



▲ It's not much of a Battle – four characters and no over-the-top rule. Bit of an oversight, that.



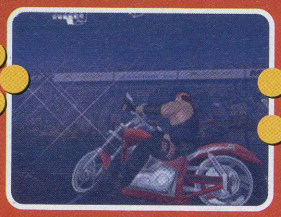
▲ It can turn into a clustermunch, but it doesn't make up for the lack of other gimmick matches.

How to Make an Entrance!

The entrances are pretty impressive, with full Titantron videos playing in the background to accompany each character's music. They've even paid for the inclusion of *Rollin'* by Limp Bizkit for Undertaker's entrance.

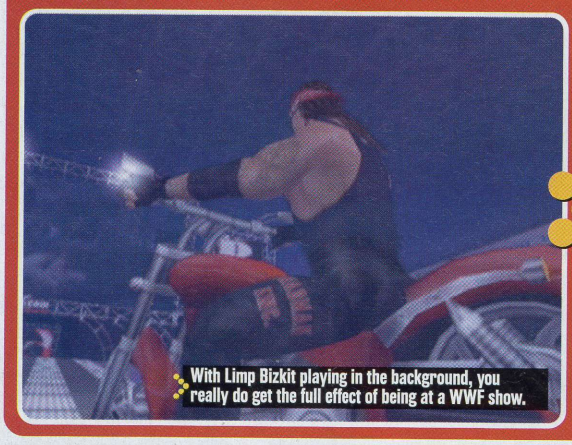
▲ The intro sequences are all pretty impressive, but Undi's is best.

▲ The full Titantron movies play along on the background TV screens.

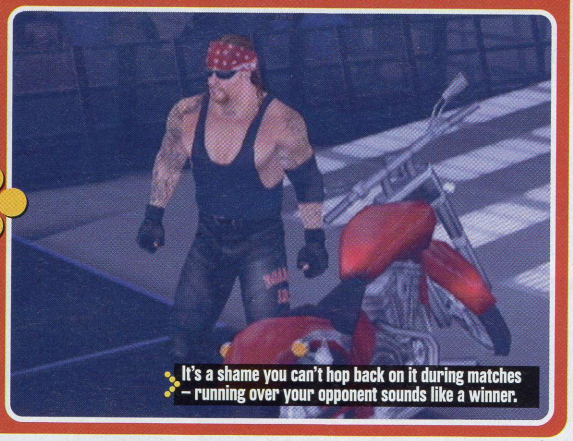


▼ There's something about large men in black leather on motorbikes...

▼ The camera follows 'Taker as he takes a ride around the ring.



With Limp Bizkit playing in the background, you really do get the full effect of being at a WWF show.



It's a shame you can't hop back on it during matches – running over your opponent sounds like a winner.

Weapons!

The daft choice of weapons in the game is very much influenced by N64's *WWF No Mercy* – a foam hand as a foreign object?

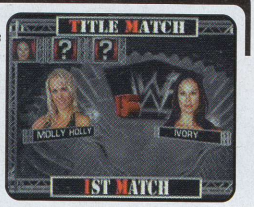
The more traditional Wrestling Folding Trestle Table is also featured – so a bit of splintery action is assured.

You can even pick up the steps leading to the ring, but use those on the *inside* of the ring and you risk being disqualified.

Haku isn't, believe it or not, disqualified for using a pink umbrella – rather, it's for his outrageous unkempt afro.

Title Mode!

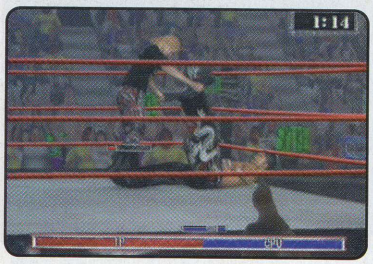
In Title mode, the difficulty of each section depends on the grade of the belt you're actually challenging for. Natch.



The Women's championship competition is pretty easy to win, as you only need to make it through three matches.

If you want to challenge for the WWF title though, you'll find it's a much tougher road to the top. You'll really have to earn it.

Triple H is one of the tougher characters in the game (even though his animation makes him look a bit effeminate).



▲ There's something a bit grey and bland-looking about the graphics, even though they're pretty sharp.

▲ The character animation is really smooth and the most realistic yet seen in a wrestling game.

many people would be familiar with it. But it's a shame they couldn't take the bold (and much-needed) step of throwing out the wrestling game rule book and starting from scratch.

PACKS A PUNCH

There is, however, a greater emphasis on making the fights more convincing. Counters and reversals play a big part, as do submission holds – a true reflection of the subtle change in the WWF's style of late. But there's still something strange about seeing The Rock try to win with an armbar.

It's a shame the blood's been taken out too. Early in its development, this was lauded as the 'adult' WWF game (compared to the supposed family *SmackDown!s*). In the first versions of *Raw*, pints of blood would gush from wrestlers' heads after a weapon shot. In the finished US version though, there's no sign of the red stuff. No doubt it's due to THQ's wish to secure a teen rating for the release.

... it's a shame they didn't take the bold step of throwing out the wrestling game rule book and starting from scratch...

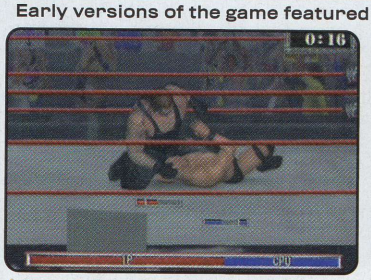
CROWD PLEASER

Along with standard energy bars, there's also a Voltage Meter at the foot of the screen, which measures the crowd's attitude towards you. It's only when your meter maxes out that you'll be able to do your finishing move so. As in the recent *Legends of Wrestling*, entertaining the crowd is as important as beating your opponent.

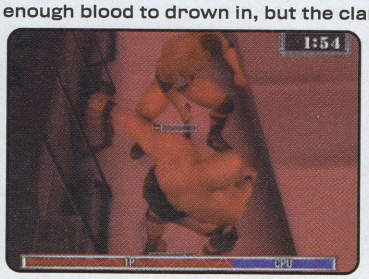
When it comes to the choice of matches and modes, you can't help but be underwhelmed. Admittedly, no one's ever likely to beat *SmackDown! JBI*'s huge number of options, but *Raw*'s menu screen looks rather stark. There are four main modes to pick from, but no Story or Career mode. So while there *is* plenty here to keep you busy, it's really limited when sat next to *JBI*, not least because that crucial, in-depth single-player game – along with the ability to brawl through backstage areas – is lacking. Instead

Raw is Gore!

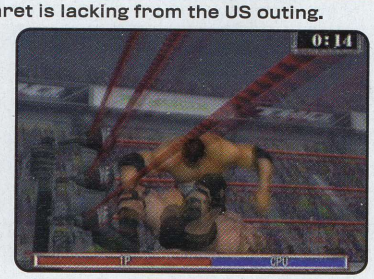
Early versions of the game featured enough blood to drown in, but the claret is lacking from the US outing.



▲ Even pounding someone in the forehead isn't enough to make them spill juice all over the mat.



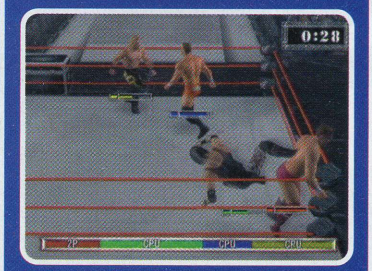
▲ The closest you get is the screen briefly turning red when you connect with a hard-hitting move.



▲ Blood has been used in big matches as a device to get over just how heinous a character The Heel is.

Curiouser!

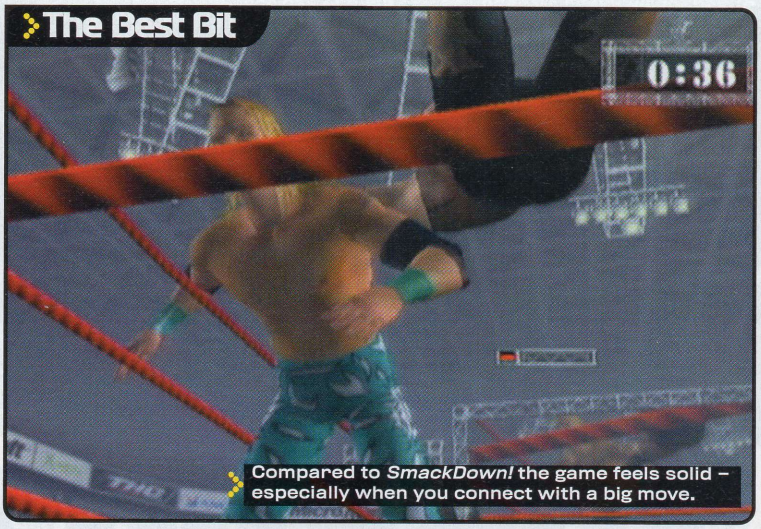
There are some strange inconsistencies in the game: Battle Royals are won only by pinfall; it's possible to be counted out during a tag match even if you're not the person in the ring; and anyone – male or female – can go for the Women's title.



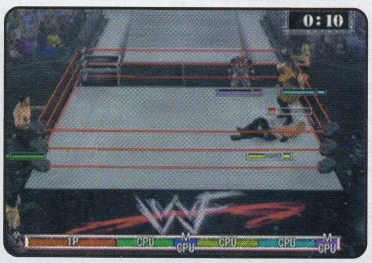
▲ The Battle Royals use Japanese rules instead of US ones – a mistake you can't imagine *SmackDown!* developers Yuke's making.

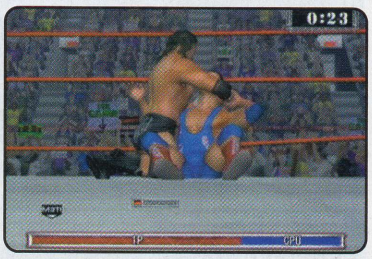
▲ Anyone can challenge for the Women's title – male, female or Billy Gunn. But it is a bit futile having a go at a wrestling game for being silly.

The Best Bit



Compared to *SmackDown!* the game feels solid – especially when you connect with a big move.

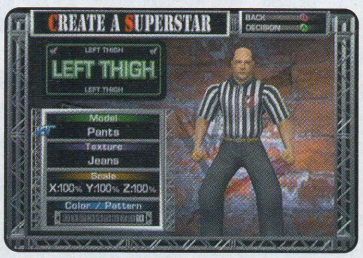




From Rags to Riches!

Influenced by N64's *No Mercy*, there are 178 items to unlock. Each can be used in the Create A Character mode.

▲ As well as appearance, you can tweak things like strength, stamina and grappling ability.



▲ Collect the right items and you can come up with everything from Jushin Liger-a-likes to referees.

▲ A businessman with a cannon for a hand is one of our personal favourites of all the created characters.

you have a simple choice of Title Match, Exhibition, King of the Ring and the old fave Create A Wrestler.

Exhibition is split into eight match types, including One-on-One, Tag Team, Triple Threat and handicap matches but, while each has a Hardcore option that lets you use weapons, there's no sign of classic gimmick bouts like table matches or Hell in a Cell. The best you get is the option of a four-character Battle Royal, but even that's not done properly. Wrestlers are eliminated by pinfall as opposed to the traditional OTT rules being in place.

CHALLENGES

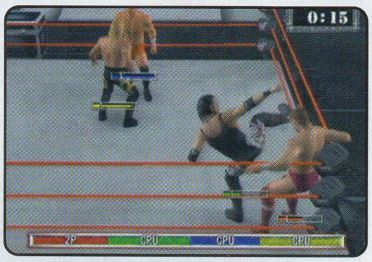
Title Match is the closest the game gets to a Career mode, giving you the chance to progress up the rankings and challenge for six different titles, from the WWF title itself, down to the Hardcore and Light Heavyweight belts. Bizarrely, anyone can take a shot at the Women's belt – even performers such as 'Stone Cold' Steve Austin or The Rock who are, quite clearly, not women (in spite of the shaved legs).

King of the Ring mode is, for regular WWF followers, fairly self-explanatory and lets you take part in an eight-man elimination tournament. Bringing up the rear is ye olde bog standard Create A Wrestler. It's grappling game law that all wrestling outings *must* now include it, however indifferent the end results may be.

LET DOWN

So it's safe to say that *WWF Raw* is nothing special. It's not terrible, it's just that, considering the expectations surrounding it and the power of Xbox (*Halo*, anyone?), it should – and could – have offered more. Where it should have been the videogame incarnation of a *WrestleMania*, it comes across more as *Sunday Night Heat*.

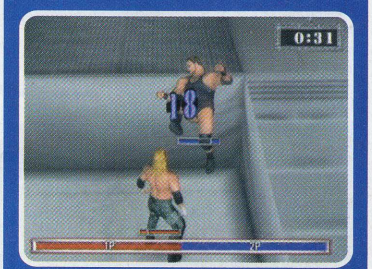
We can only hope that, should it see a UK release, it'll boast a significant range of improvements over the ho-hum US game.



▲ Some moves – such as the spin kicks from X-Pac and Tajiri – look absolutely spot-on. Good job.

Ramp Rumble!

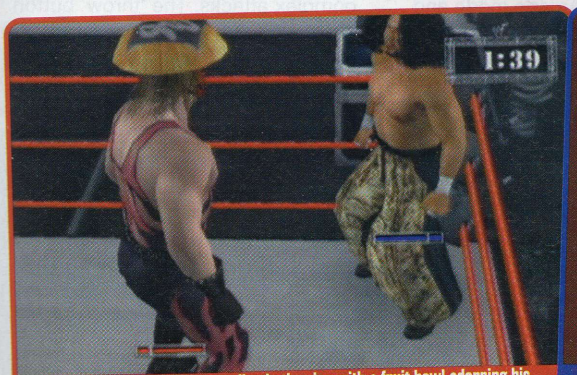
For some reason, *WWF Raw* omits backstage areas. The closest you get is to the top of the entrance ramp. It's not much compensation though – especially when you consider the possibilities in *SmackDown!* JBI on the (less powerful) PlayStation 2.



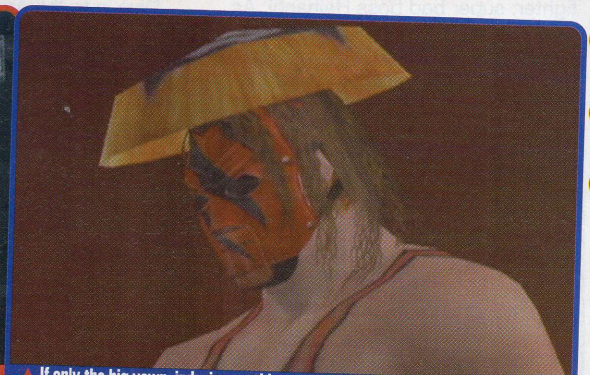
▲ You can fling yourself at your opponent off the ramp. Not a good idea if you're Big Show.

Clowning Around!

Our favourite moment was finding what looked like a fruit bowl. Kane sticking it on his head kept us amused for five minutes.



▲ A rare treat this – Kane standing in the ring with a fruit bowl adorning his head. Who said the lumbering fool hasn't got a sense of humour?



▲ If only the big yawn-inducing machine was this entertaining in real life. If he was, we might have a bit more time for him...

Judgement

GRAPHICS Staples such as entrances, character animation and crowds are all decent.

GAMEPLAY Like a more solid version of *SmackDown!*, with all hard-hitting moves, but lacks variety.

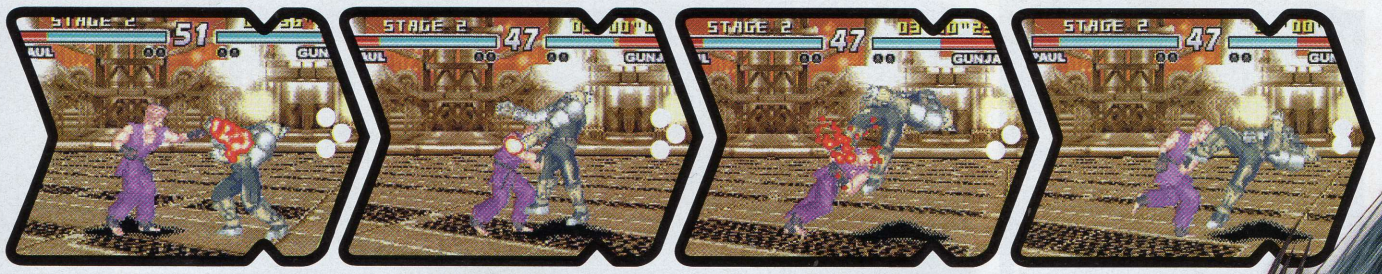
LIFESPAN A shortage of modes and options means this is very let down in the longevity stakes.

Perfectly playable if, ultimately, pretty disappointing first WWF outing for Xbox. Could have been better.

Overall 72%

REVIEWER

Richard Melville



OUT: APRIL | **FORMAT:** GBA | **PRICE:** £35 | **DEVELOPER:** NAMCO | **PUBLISHER:** INFOGRAMES | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PS, PS2 | **CALL:** 0208 222 9700 | **PLAYERS:** 1-2

It's a **GBA blood bath** as Namco's prize fighter **steps into the ring!**

Tekken Advance

Mini Attacks!

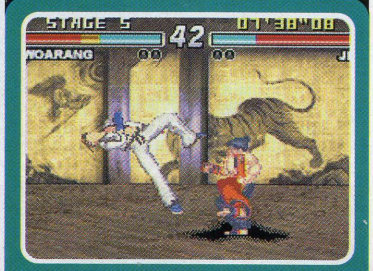
More than one fighter can inflict the winning blow, resulting in a stalemate. It's a double KO! Time for a re-match, then.

When an opponent manages to block a move a blue spark will appear, but a small amount of energy will still be lost.

Nina uses face-slapping close combat moves and long range kicks. Master her moves to mock your mates in Vs mode.

No, that isn't a fart move! Xiaoyu gets ready to start kicking Marshall Law in before he has a chance to get up.

Small Scale!



▲ Hwoarang's dojo is the most faithful to PSone *Tekken* as it's one of the few indoor levels.

▲ King's sunny palm tree paradise shows how great the GBA backgrounds can look. SNES games never looked this good!

The Best Bit

Weave around your opponent and unleash a kick combo. Perfect!

Namco have kept the little sparks that show which part of your opponent you are hitting.

There are few better beat-'em-ups than *Tekken*. Full of recognisable characters, kick ass moves and minigames like Tekken Bowl, few fighters dare step into the same ring.

Namco have performed a technical miracle in porting *Tekken* to GBA. Based on *Tekken 3*, there are 10 characters here, including one hidden fighter: super bad boss Heihachi. As polygons aren't possible on GBA, each fighter is a fluid 2D sprite. This doesn't affect the flow of the game, surprisingly, and the zooming backgrounds make *Tekken Advance* the best looking handheld fighter yet.

CHAMPIONS

TA features fave fighters such as Marshall Law and Yoshimitsu. The aim is to become king of the Iron Fist tournament and defeat the evil spiky haired boss Heihachi.

Dive in to the Arcade mode and you'll notice the controls have been downsized. Rather than four attack buttons, GBA as only two, along with the shoulder buttons for throws. But this has not halved the number of moves. Instead Namco have rejigged them all to be performed with single punch and kick buttons.

DANCING FINGERS

Basic hits are performed in a way similar to *Tekken 3*, but expect more intricate button bashing to perform complex attacks. The 'throw' button acts as an auto punch or kick combo attack, rather than a true throw (which Namco couldn't quite manage on GBA). Fans will need to relearn each

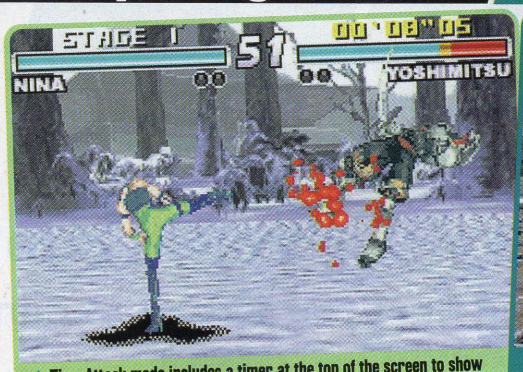
▲ Until your opponent learns how to block, Marshall Law is unbeatable, due to the pure speed of his attacks.

▲ Gun Jack's level is a grubby factory. The screen zooms out when a character is thrown in the air.

▲ The iron fist of Paul Phoenix is the most powerful punch in the game, if charged for long enough.

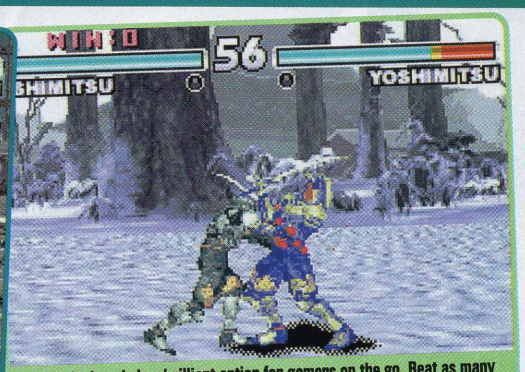
Ways To Fight!

Tekken Advance has enough extras under its heavyweight belt to make solo games last that little bit longer. Survival, Time Attack and even a Tag mode are included to satisfy hardcore fans.



▲ Time Attack mode includes a timer at the top of the screen to show how fast you've beaten others. Best times can be saved on the cart.

▲ The Tag mode means each player has three characters to flip between mid-bout. The mass of stats makes play confusing, however.



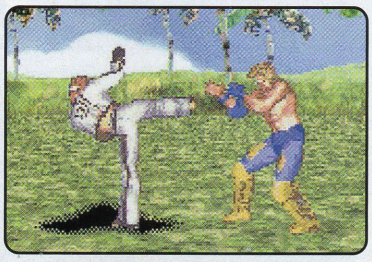
▲ Survival mode is a brilliant option for gamers on the go. Beat as many fighters as possible before you die and save your best score.

Factpack

The stuff you need to know...

Fighters	10
Levels	11
Modes	6
Weapons	1

▲ The fast ballet-style attacks of sword-wielding mad man Yoshimitsu cause him to fall over if used too much!



▲ Kickboxing Hwoarang is a master of right angled kicks, and repairing ripped trousers.

King wears a tiger mask to mark his days as a professional wrestler. His boots are a giveaway, too.

character to master the game, but will still feel at home.

FIXED MATCHES

The modes are based on *T3* but Namco have also squeezed in the Tag mode from the PS2 fighter. A Survival, Time Attack and Practice mode are available, and you can unlock a Team Battle mode for link-up games too.

Two-player games are essential for GBA beat-'em-ups, and *TA* rivals *Super Street Fighter* for link-up thrills.

But *TA* can't quite topple the classic 2D fighter as it's very similar, just with flashier graphics – such flashiness will impress your mates though.

Sadly, there's no Tekken Bowl, Ball or the Force scrolling beat-'em-up mode from *T3*. As GBA is more suited to minigames than epic quests, it's disappointing that Namco couldn't fit one of them on the cart.

Compared to the massive rendered cutscenes in *Tekken 3*, *Tekken Advance* looks like a small scale side story of the series, rather than a fully fledged sequel. But for porting this mini mix of characters, modes and gameplay from the world's most popular fighting series, Namco should be congratulated. The lack of minigames, ending movies and further characters is purely down to the fact that the main game is a memory-hogging beast.

Fans will be satisfied with a slice of *Tekken* to play on the move, while *Tekken* virgins will be enthralled by the prettiest beat-'em-up you can hold in your hand.

"... As GBA is more suited to minigames than epic quests, it's disappointing that Namco couldn't fit at least one on the cart..."

Softography

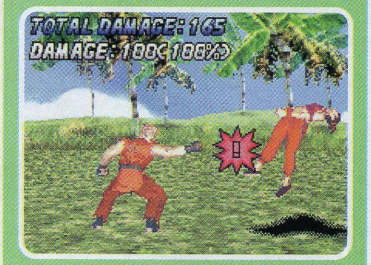
These guys have also made...

Tekken Tag Tournament	90%
Tekken 3	95%
Moto GP 2	85%
Time Crisis 2	83%
Point Blank 2	76%
Point Blank 3	74%

Tekken Lessons!

▲ You can set each training dummy to either stand still and be hit or fight against you.

▲ Combos and damage points are listed so you can work out the best move for each character.



▲ Perform a power move to see how strong each move is, before you use them for real.

Judgement

GRAPHICS Not 3D but as close as you'll get on GBA. Smooth animation and impressive backdrops.

GAMEPLAY Classic *Tekken*, full of combos but without the throws and grab moves.

LIFESPAN You'll always be back to beat your Survival rating. In Versus mode, it will last for ages.

A good conversion that includes almost all of the good bits from the series. Blinding beat-'em-up for both fans and newcomers.

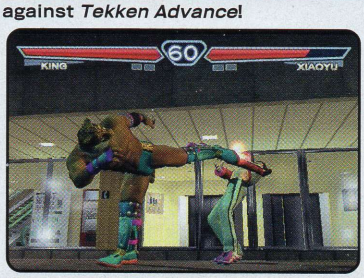
Overall 83%

Tekken Time Travels!

See how the aged PSone *Tekken 3* and the arcade version of *Tekken 4* fare against *Tekken Advance*!

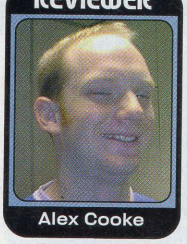
▲ Here's King in his original costume on PSone, back in 1998's superb *Tekken 3*. It's the best PSone fighter.

▲ King on GBA dons scarlet trousers and keeps his original moves. The hefty kick is always a winner.



▲ In the arcade version of *Tekken 4*, King looks brill, yet his moves are similar. Expect new moves for PS2.

REVIEWER



Alex Cooke

OUT: MARCH | FORMAT: XBOX | PRICE: £45 | DEVELOPER: DIGITAL ILLUSIONS | PUBLISHER: MICROSOFT | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 0870 601 0100 | PLAYERS: 1-4

A **mud-thrashing**, dust spitting first **for Xbox** but can it **compete** with its rival's **big name burnouts**?

RalliSport Challenge

Try naming a rally driver (apart from Colin McRae). Hard isn't it? So, if the current world champion Richard Burns can't be recognised walking down the street, does it matter that real drivers don't appear in *RalliSport Challenge*?

THE CAR'S THE STAR

The fact that it does is obvious as you start your first run. Speeding through the opening stage you post a cracking time, sliding into first place. The second run doesn't go quite so well; a section of fence leaps out leaving your car on its roof. You slip from first to... fourth but no further, as there are no more racers (real rallies normally feature at least 20 cars). And there's no star to beat. Being chased by three nameless racers doesn't make you curse your mistakes or catch the thrill of working your way back up through a packed field, which erodes your will to win.

REALLY RALLY?

The lack of realism often means the courses are fictional and dull. How many times have you seen a rally stage with a straight? But not being tied to a licence does mean that the 17 events can mix rallying with hill climbs, rally cross and even ice racing. However, even with all these different types of roads, the handling never quite feels right.

RalliSport looks great, moves smoothly and has plenty of options, but it lacks the depth, realism and muddy joy of *World Rally Champ*.

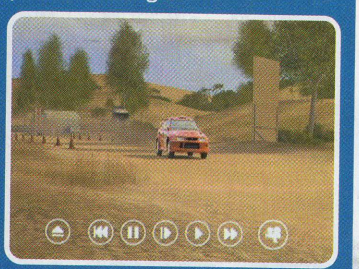
Softography

These guys have also made...

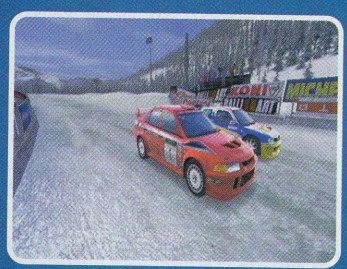
Battlefield 1942	74%
Matchbox Emergency Patrol	63%
Motorhead 2	79%
Pryzm	71%

Of Courses!

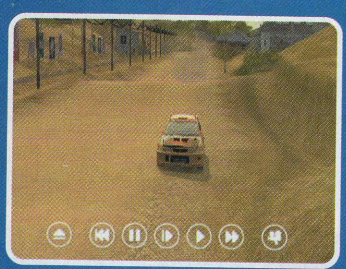
Instead of just concentrating on the pine-dodging insanity of rally driving time trials through forests, *RalliSport Challenge* allows you to go head-to-head with your friends, as well as taking on other racers in a winter wonderland. Do these tracks meet their full fun potential though?



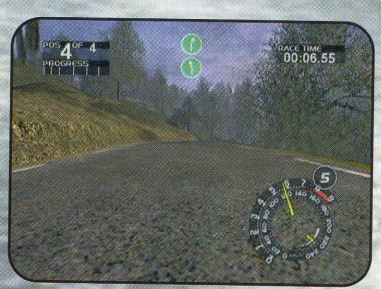
▲ Dashing through the desert tracks, you can watch the scampering wildlife and scatter the spectators as you rip through.



▲ Disappointingly, driving along on hair-raising, shiny sheet ice is no trickier than a quick spin around town. There's barely any change.



▲ Lengthy loading times and a weak front-end do little for the atmosphere in this game. At least the replays are stronger.

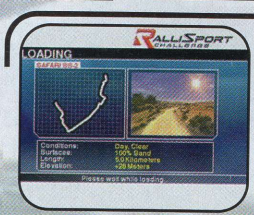


▲ The default controls put the accelerator and brakes on the two triggers – a weird configuration that is worth changing for ease of use.

Gear Drops!

Don't worry if you don't know about mechanics, it's all kept easy. All you need know is that winning races means more cars and races.

From the Impreza to the Lancer, there might be loads of motors on offer but they all drive in a pretty similar kind of way.



Weirdly, the points system isn't like that in real rallying. You score for damage done or top speed as well as placings.

The cars can be damaged but you don't have to worry about that because they magically fix themselves between races.

The Best Bit

Just look at the way the sun shimmers as it hits the ice. There's no redraw, no pop-up, just smooth racing ahead. A beautiful game.

Judgement

GRAPHICS Reflecting ice, shifting sand and blinding sun – one of the best looking racers ever.

GAMEPLAY It might be simple to get into but it lacks the depth and engaging realism of *WRC*.

LIFESPAN 17 Events, 25 cars and a good four-player mode should ensure lots of entertainment.

Outstanding to look at but falls short due to a lack of rivals and realism. Good, but not the kind of killer rally game that Xbox needs.

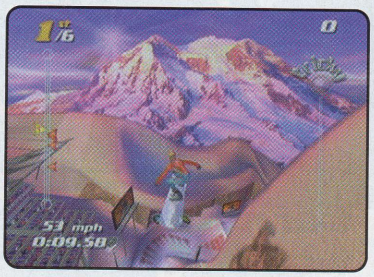
Overall 82%

OUT: NOW | FORMAT: XBOX | PRICE: £45 | DEVELOPER: EA BIG | PUBLISHER: EA | SPECIAL FEATURES: NONE | OTHER FORMATS: PS2, GC | CALL: 01932 450 000 | PLAYERS: 1-2

Get enough air to reach the moon with Xbox's first ever gravity-defying, high-flying snoworder!

SSX Tricky

GAMING MASTERPIECE



Snow-flaked!

The level designers have built fake obstacles. Keep your eyes peeled or you'll end up kissing snow.

Glass walls have been built into the track. Swing up the sides and jump where it dips, or you'll be brushing snow off your arse.

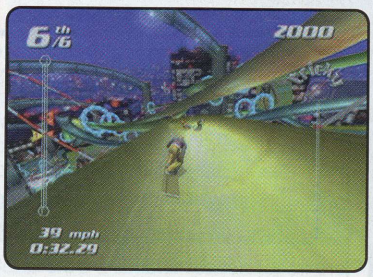
In some of the later, mad-as-a-hatter levels (like Tokyo), huge bouncing blocks get in your way. It's far from being a simulation.

It's nice to take the piste in a game that sticks its fingers up to serious snowboarding and goes for *Wipeout* style craziness.

SSX Tricky has gone for full-on arcade mayhem. Tones of *Wipeout* flow through the game, from the speed to the pick-ups and the neon light-soaked backdrops.

It's not much like Xbox's serious snowboarder Amped and simple tricks like forward flips aren't good enough here. Instead try out an uber trick and watch your bloke breakdance on his board whilst flying down an 1000 foot cliff. Fantastic.

Xbox's *Tricky* is little more than a mirror reflection of the PS2 masterpiece, but when the game is this damn good, it doesn't really matter. Absolutely stunning.



Trick Style!

The aim in *Tricky* is to pull off uber tricks. Don't keep it real. Sometimes you go so high you can make a brew before you land.

Judgement

GRAPHICS A bit sharper than the PS2 version, so utterly glorious. The lighting is astounding.

GAMEPLAY Truly joyous. More fun than being in the crowd at a Chuckle Brothers stand up act.

LIFESPAN Won't take you into your pension days, but two-player mode will last into your 50s.

One of the best games there is on Xbox so far, it simply oozes class and must be bought and played to be believed. Right now in fact!

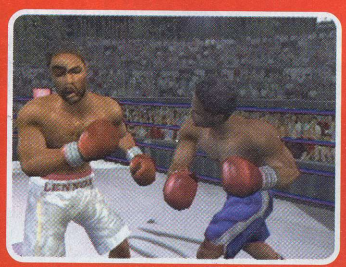
Overall 93%

REVIEWER: Dan Curley

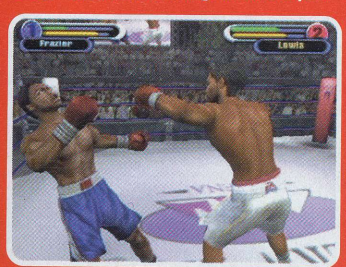
OUT: NOW | FORMAT: PS2 | PRICE: £40 | DEVELOPER: EA | PUBLISHER: EA | SPECIAL FEATURES: NONE | OTHER FORMATS: XBOX | CALL: 01932 450 000 | PLAYERS: 1-2

Getting Punchy!

When you're dealing out the punishment to your opponent, you'll notice some great facial reactions on the characters as you connect with a good solid punch. A knockout punch can be just as comical to watch as well – with your opponent buckling to the ground as his eyes roll back in his sockets: sick but satisfying!



Lennox Lewis takes a smacker right on the chops – check him out as he grimaces with pain.



A knockout punch sounds really meaty when you land a good one. Watch as his legs buckle.

Thankfully, ear chomping and leg biting aren't included in EA's latest attempt at a boxing game!

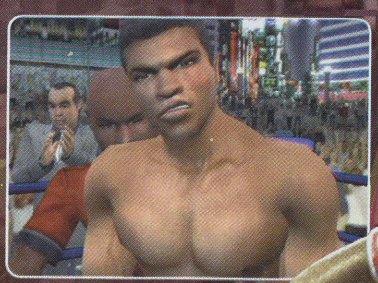
Knockout Kings 2002

***Knockout Kings* is the place to be if you want to play as Ali. It is the only boxing game around with loads of big name brawlers.**

Lewis, Holyfield, Oscar De La Hoya and Evander Holyfield; they're all here and are looking dead realistic. The only problem is, they all have the same fighting style. Bash the right buttons and they'll all do the famous Ali jab. Hit a few more and they'll duck and weave like the great man too.

This isn't meant to be a realistic boxing sim though. Unlike previous *Knockout Kings* games, this is pure arcade action all the way. It's all very fast and furious, with multiple jabs and big punch combos flying around like nobody's business. Sounds good, but you can't keep your guard up for longer than a second, so you can't stop those Ali jabs. We know it's not supposed to be realistic, but then nor is *Street Fighter* and you can block fireballs in that.

When you put Muhammad Ali up against Lennox Lewis, you'd expect a good fight, but *Knockout Kings 2002* is just a boring button basher. *Ready to Rumble* is still the champ.



Hit 'em high and watch 'em fall – Lewis lets rip with another big right. If this guy doesn't move in a minute, he'll be kissing a whole load of canvas. Ouch!

Judgement

GRAPHICS Great character models, arenas and animation, but a cardboard audience ruins it.

GAMEPLAY Fast and furious at the beginning, but it soon becomes tedious.

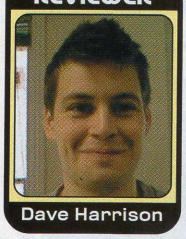
LIFESPAN The hardest mode is nails. Expect to be pummelled for months.

The boring boxing sim has changed into a boring arcade game. Will we ever see a great boxing game?

Overall 62%

REVIEWER: Alistair Bell

REVIEWER

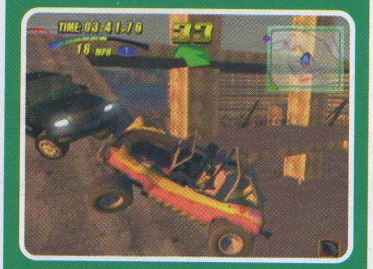


Dave Harrison

OUT: MARCH | FORMAT: XBOX | PRICE: £45 | DEVELOPER: BUNKASHA | PUBLISHER: ACTIVISION | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 01753 756 100 | PLAYERS: 1

Aerodynamic!

Thanks to the superb visuals and complete lack of slow down, you can stage some almighty car pile-ups, complete with flipping bonnets and tumbling trams. It's a big motor circus.



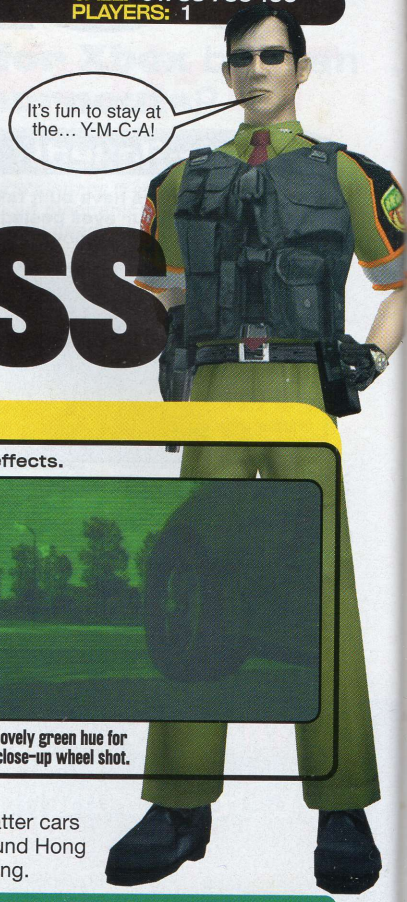
▲ There's nothing quite like falling off a five storey building in a Union Jacked beach-buggy to get the pulse racing. It'll all end in tears!

▲ No vehicle is too big to smash into. But don't worry about getting trapped behind this tram as any vehicle melts away if hit hard enough.

▲ Hong Kong is littered with lights and neon, which make some pretty pyrotechnics once you've rattled your sports car through them.

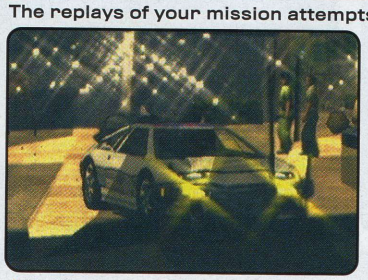
Carnage capers in cars, but the fun would **benefit from more depth.** If only you could **wreck less...**

Wreckless



Film Stock and Barrel!

The replays of your mission attempts are presented with multitudes of visual effects.



▲ It's always worth watching the replays as it reveals just how much devastation you've caused.

▲ Yep, it's supposed to look like this. I don't want to be negative but it's not great. Negative, geddit?

▲ A lovely green hue for this close-up wheel shot.

Gran Turismo is such an uptight driving game. It actually penalises you if you clip a curb, graze a wall or put the srong sort of muffler on your exhaust. Where's the justice in that? And, more importantly, where's the fun?

Now, a game that rewards careless driving and destructive tendencies is a sweet thang. Please welcome the sugar-coated *Wreckless*, where driving without due care and attention is a virtue.

Softography

These guys have also made...

This is Bunkasha's first game!

This action driving game is set in Hong Kong, with the action breaking off into two scenarios.

TALL STORY

The first concentrates on a couple of plucky if competent police ladies who are trying to undermine the criminal activity of the visiting Yakuza, and the second scenario follows the plight of two undercover agents trying to infiltrate the Yakuza. Though these two plots bob and weave past each other during the game, don't expect a storyline with *TJ Hooker* levels of finesse or depth – whichever you follow, it's just a loose excuse to clatter cars round Hong Kong.

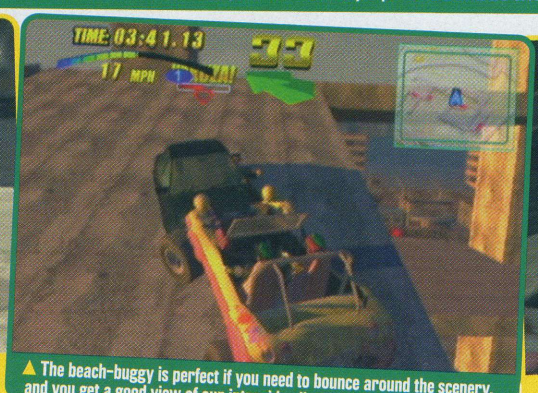
NICE MODEL

Car carnage is not an original idea for a videogame, but no motor-battering game has ever looked as good as *Wreckless* does. This is yet another game which demonstrates that Xbox has a slight edge over PS2 when it comes to graphics. We haven't seen much that can match its ability to blend lighting effects and pyrotechnics. Hong Kong is crawling with activity and detail – all of which is interactive. Pedestrians scraper,

Getting Buggy With It!

When tackling the Yakuza, what better car could you choose to drive than a beach buggy with the Union Jack on it? They're not always practical but they are brightly coloured and daft.

▲ You can unlock other secret cars during the missions. Their locations are shown on the game map by big question marks.

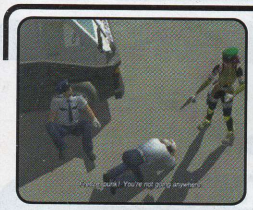


▲ The beach-buggy is perfect if you need to bounce around the scenery, and you get a good view of our intrepid police women as they drive.

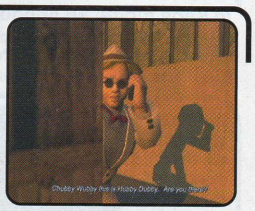
▲ Marty! Look at this lovely DeLorea, straight outta *Back to the Future*. Sadly it doesn't take you back to 1955 when you hit 88 km per hour.

Justice!

There are two Scenarios, the first following a pair of police women who hate the Yakuza as they spilt their desserts.



These two are enthusiastic but a bit on the dappy side. Here they arrest the innocent guards of an armoured van.



The other Scenario follows two chubby and hapless undercover agents as they bundle through their missions.

It seems as though they're being manipulated by shadier powers so they could be doing more harm than good.

barriers buckle and fragile building fronts shatter.

FRENZIED FUN

It's a big, ballsy, bouncy bear of a game that handles like an inflatable *Driver* or *Burnout* in a ball pool. It bundles realistic graphics and a grainy hue with daft-as-a-brush gameplay and a frenzied sense of fun that rivals *Crazy Taxi* for four-wheeled foolishness.

... realistic graphics and a grainy hue with daft-as-a-brush gameplay that rivals *Crazy Taxi* for four-wheeled foolishness...

Crash Team Racing!

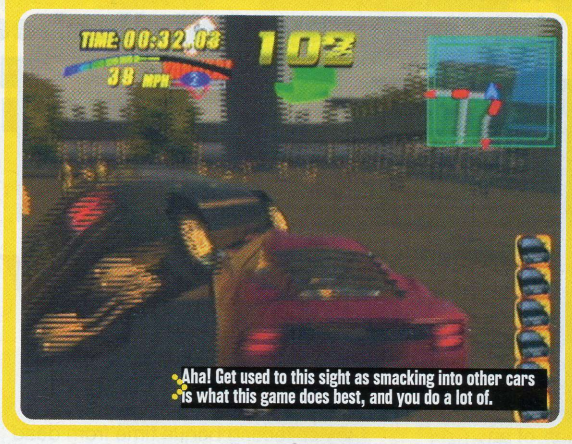
Each mission has its own objective and its own story. But when it comes down to it, it's still just driving a car very fast and smacking into other cars and objects. Which is fun. Which is a good thing.

▲ No crashing here, just locate the car here and take some surveillance shots.

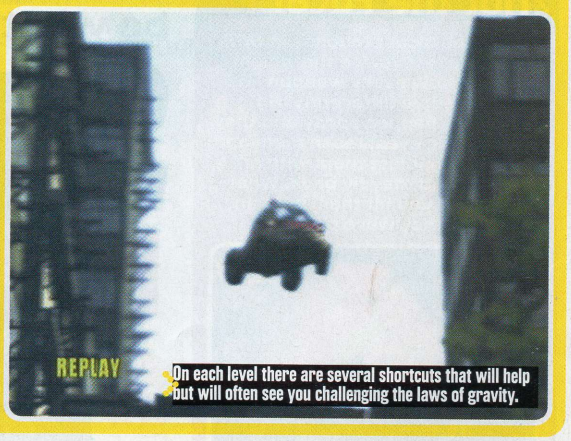
▲ One of the trickier missions has you launching your car at this huge digger.

▼ Many of the levels have you tackling several of these dark Yakuza cars.

▼ This is a race to destroy $100 worth of dim-sum stands before your opponent.



Aha! Get used to this sight as smacking into other cars is what this game does best, and you do a lot of.



On each level there are several shortcuts that will help but will often see you challenging the laws of gravity.

gameplay to create an invigorating experience that rivals *Crazy Taxi* for four-wheeled foolishness.

DRIVEN MAD

But there's a sinister reason for all the bangs and whistles. They're there to distract you from the fact that there's not that much to the game – it's smacking into things, then smacking into some more things and then some more things after that. How much you enjoy this game depends on how much you like driving cars into things. In fairness, the developers have dreamt up a multitude of ways to crash a car – they've really thought outside the garage. You crash into stationary things, moving things, tall things that are moving and things that are on top of buildings to name but a few... things.

If you don't manage to hit these targets within the time limit, you have to start again. Fair enough. But when you have to start afresh on the multi-objective levels, it edges towards the stamp-on-the-ground-and-spit-out-your-dummy side of frustration. This is only slightly tempered by the fact that it's got that elusive 'just one more go' quality.

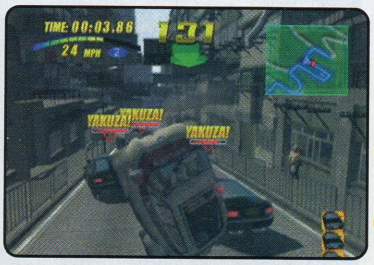
Wreckless is a very fun game to play and has its fair share of joy and charm, but don't be completely dazzled by the bright flashy lights – it isn't as clever as it seems.

▲ This bubble car has as much grace through the air as a brick, so don't always expect to land it safely.

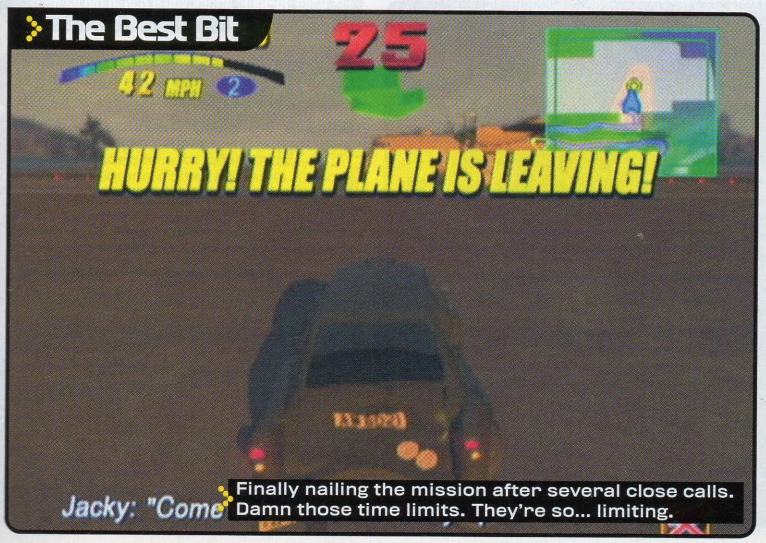
Factpack

The stuff you need to know...

Storylines	2
Missions	20
Vehicles	10
Characters	4



The Best Bit



Finally nailing the mission after several close calls. Damn those time limits. They're so... limiting.

Judgement

GRAPHICS Impressive array of lighting and popping colours. Messy – in a good way.

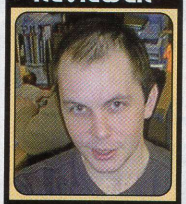
GAMEPLAY As deep and satisfying as a saucer of milk, but so niggly it's as addictive as a bad habit.

LIFESPAN Not a long game but it's tricky. It's more a test of patience if you attempt to finish it.

An entertaining game that offers cheap thrills but not good enough to be the kind of game that gives you a reason to buy Xbox.

Overall 78%

REVIEWER



Joel Snape

OUT: NOW | FORMAT: PS2 | PRICE: £40 | DEVELOPER: VIS ENTERTAINMENT | PUBLISHER: ACTIVISION | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 01753 854 444 | PLAYERS: 1

Stamp, smash, shoot. Shoot, hit, stamp. That can't be what they mean by **civil disobedience...**

State of Emergency

Just for the record, *State of Emergency* isn't *really* about lawless mayhem.

You're part of an underground rebellion trying to overthrow a corrupt state, so you're a good guy. But try telling that to your mum when she walks in and you're stamping on a policeman's head...

BAD CROWD

Going against the idea of complete disorder, there are several modes in *State of Emergency*. Revolution's the least fun but the most like a 'proper' game. You're set objectives by the revolutionary underground – mostly of the escort/destroy variety. Weapons are scarce, the crowd's just for decoration and the carnage feels too organised to be fun. Yawn.

Fortunately, things perk up in Kaos mode. There's no plot; just points for throwing benches, killing troops and blowing up cars. It's a manic struggle to top up your time (by collecting bonus time from dead enforcers or reaching checkpoints to get an extra minute), aided by a dizzying array of weaponry.

ANIMATED

Here, the crowds actually do something – you can pick off looters for bonus points, start gang wars, hide from police, or just go nuts and watch 'em all cower. The hundreds of people sprinting about create an atmosphere of genuine madness – and you're at the centre of it all, brandishing an AK and grinning.

Brilliant fun, but not a patch on the multi-layered *GTA3*. In Rockstar's classic, outright violence is just one option, with boats, planes and racing to stave off boredom. In *SOE*, it's just kill, break, shoot, die, repeat. Yes, it takes ages to get boring, but it does. If you've an anti-social streak a mile wide, it might be worth buying this – if not, it's really a weekend rental. Not the riot it could have been.

Softography

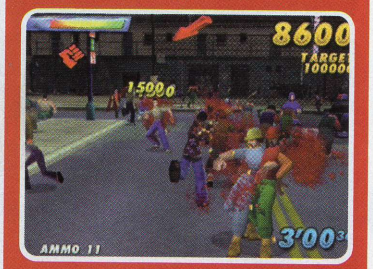
These guys have also made...

Tom and Jerry	N/A
Earthworm Jim 3D	65%
Hedz	60%

Not the Face!

One of the nicest touches in *SOE* – especially if you're the violent type – is how every weapon affects people differently. Hit them with pepper spray and they clutch their eyes, taser them and they twitch, blast them with a shotgun and they fly back. What happens if you hit them with an axe while they were on fire?

▲ Grenades are tricky to aim but the explosions are some of the best on PS2. Debris, limbs and glass go everywhere. Eurgh.



▲ The AK's handy when the Enforcers turn up, but it tends to take out about six civilians for every soldier. You'll lose points, y'know.

▲ And the flamethrower's fantastic. You can actually pepper-spray people *while they're on fire*. That even disturbed *us*. A bit.

▲ Pepper-spray's got virtually no range but it's horribly effective against everyone. Watch 'em squirm! Kick 'em while they can't see! You sick freak.

Mob Rule!

In Kaos mode, an announcer tells you the best way to boost your score. Keep an ear out for special missions – like killing flunkies.

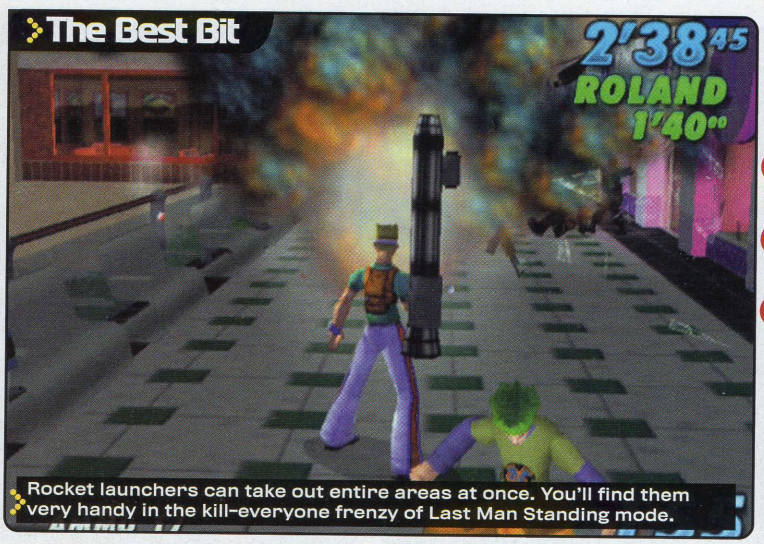
Blowing up shops and vehicles is the simplest and most entertaining way to rack up scores if low on time.

Kill gangs to get extra points, but their homies'll be back for revenge – and you'll never be able to take them all.

As things get tougher, the police summon special Death Squad units. Where did you last see that minigun? Try to remember.

This bloke's giant swing throw's the best hand-to-hand attack you'll find in the game.

The Best Bit



Rocket launchers can take out entire areas at once. You'll find them very handy in the kill-everyone frenzy of Last Man Standing mode.

Judgement

GRAPHICS Not hugely detailed, but with tons of people and comical deaths, who's complaining?

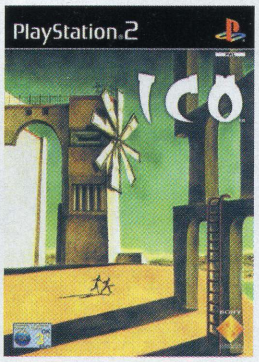
GAMEPLAY The missions get a bit tedious, but the core engine's solid and takes mastering.

LIFESPAN Only two of the four environments are good enough to be fun. But the fun lasts.

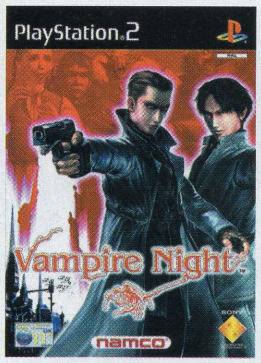
Sick, twisted and a great laugh, but don't expect it to last beyond a weekend. Have some soothing camomile tea afterwards.

Overall 75%

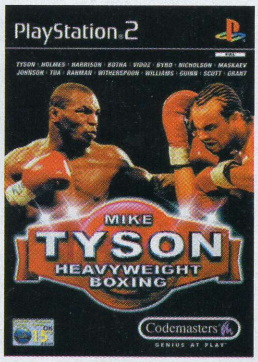
TO BUY ALL OF THESE GAMES WOULD COST AROUND £160



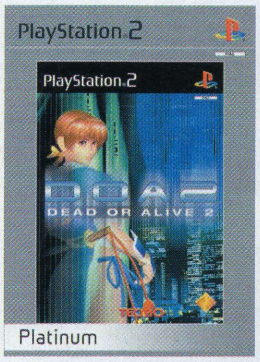
ICO



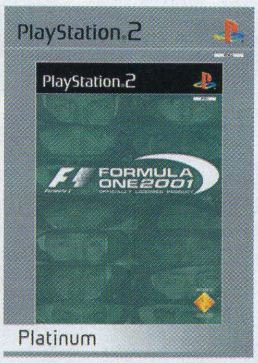
VAMPIRE NIGHT



MIKE TYSON
HEAVYWEIGHT BOXING



DEAD OR ALIVE 2



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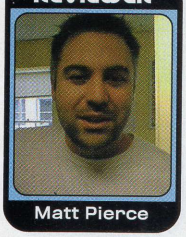
REVIEWER



Matt Pierce

OUT: 28 MARCH | FORMAT: PC | PRICE: £30 | DEVELOPER: LUCASARTS/RAVEN | PUBLISHER: ACTIVISION | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 01753 756 100 | PLAYERS: 1-16

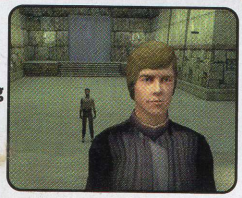
Searching for a **stunning *Star Wars* shooter**? Look no further: it's the **return of the Jedi (knight)...**

Jedi Knight 2: Jedi Outcast

GAMING MASTERPIECE

Luke There!

You'll see many faces from the films. A rather serious looking Luke pops up to teach you the ways of the Force.



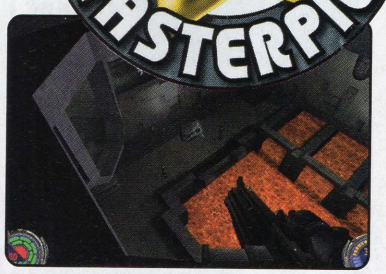
Jan Ors returns from *Jedi Knight* too. It seems she's finally made an honest man of you. But how long will your marriage last?

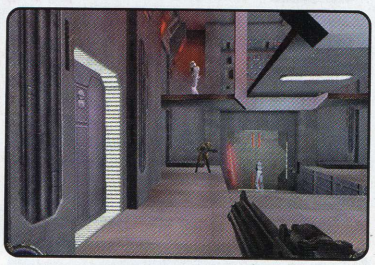
Rodians (like Han's enemy Greedo from *Star Wars*) pop up regularly to test your lightsaber skills out.

Originally seen during *Return of the Jedi* on Jabba's Skiff, the Weequay are also some of Kyle's most frequently seen foes.

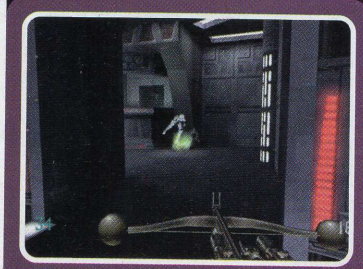
The Best Bit

If two Lightsabers lock, hammer Fire to win. The loser will be vulnerable to attack.





Send the Clones!



▲ Many weapons from the original game return – the Wookiee Bowcaster is a long range rifle.

▲ The Stormtrooper E11 Blaster Rifle is a good all round weapon, but it proves to be quite inaccurate over a long range.

▲ Thanks to the *Quake 3: Team Arena* engine, the levels here are bigger than they were in the original game.

Hands up if you thought Jar Jar was funny... Anyone? Okay, you at the back, get out. Anyone else? Good. Because the good news is that *Jedi Knight 2* is a game for those who take their *Star Wars* seriously.

It's for anyone who booed Binks' banter and who'd be happy seeing the Ewoks made into fireside rugs.

JK2 is one seriously cool 3D first-person shooter that hasn't got time for cute aliens or puppetry. Putting you in the boots of Kyle Katarn – hero of previous *Dark Forces* games – you return as a new and menacing threat to the galaxy emerges.

This new hope for *Star Wars* games *could* have been as tedious as getting stuck in a lift with 3PO – after all the PC's got hundreds of first-person shooters. What separates it from the Bantha herd is that as soon as you're bored of blasters, you can switch to your 'Saber. Just as you jab the key to ignite your sword, the action switches to third-person view – making it easier for you to wield your weapon as well as deflect incoming laser fire.

BOBA'S YOUR UNCLE

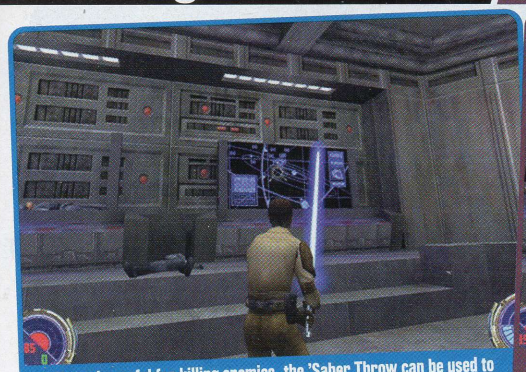
It's surprisingly simple to learn to play, and as you progress through the

▲ The Dark Jedi you face throughout the game are the mysterious, hooded race – the Reborn.

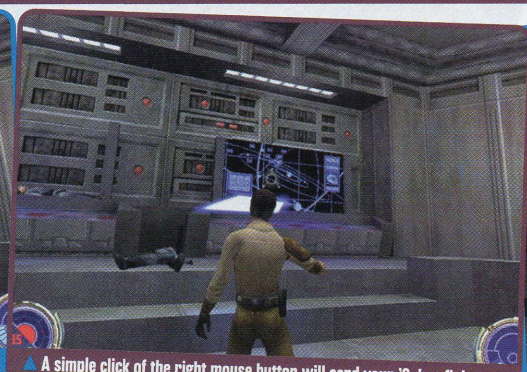
▲ Kyle's blue Force-ometer bar recharges slowly – meaning you have to ration the use of your Powers.

Tossing the 'Saber!

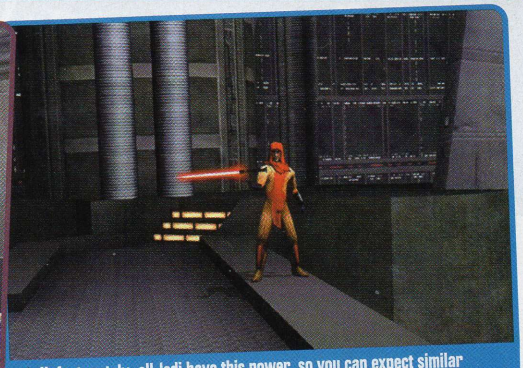
One of the most useful of all the Force powers is the 'Saber Throw. As you improve in this skill you're able to direct exactly where your Lightsaber will go while it's travelling through mid-air.



▲ Not only useful for killing enemies, the 'Saber Throw can be used to destroy scenery that can open up new areas later in the game.



▲ A simple click of the right mouse button will send your 'Saber flying on its way, and it'll return like a boomerang.

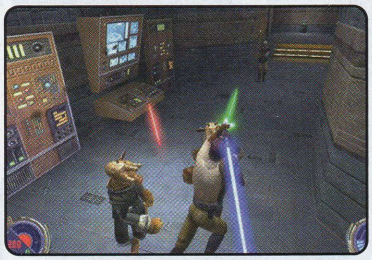


▲ Unfortunately, all Jedi have this power, so you can expect similar tactics from the red-'Saber squad, like this Reborn.

Factpack

The stuff you need to know...

Levels	24
Weapons	10
Multi-player modes	6
Game engine	Quake 3 Arena



▲ Enemy laser fire can be deflected back at them, if you line your Lightsaber up in time.

In Deathmatch, you can choose your own Lightsaber colour. Red is recommended for Darth Maul menace.

game's massive missions your abilities improve automatically. By the time you reach the end you're running along walls *Matrix* stylee, tumbling over enemies, and rolling around on the floor like a Destroyer Droid.

FORCE YOURSELF

The other trick up your cloak is The Force. You don't get to choose which powers to specialise in (apart from in multi-player), but at various points in the single-player game you'll find yourself with a new ability. These range from Force Push (why waste ammo when you can topple 'Troopers off ledges?), Force Grip (that collar a bit tight old chap?), and the good old Mind Trick. This helps you persuade enemies that 'you're not the Jedi they're looking for'. At times, the Mind Trick is so powerful its victims might even swap sides to fight *with* you.

It's a bit tricky to use the Force in the heat of battle, so you'll be thankful for all the weapons you've got – from the Bryar Pistol and Stormtrooper Rifle, up to the Golan Arms FC-1 (think *UT*'s Flak Cannon) and a powerful sniper: the Tenloss Disruptor.

As you can tell from the shots, *JK2* makes even Leia look plain. Stunning scenery takes you from the cloud-swept towers of Bespin, through various Empire strongholds, and on to Yavin 4's swamps. Cutscenes keep the story racing along between missions, introducing allies such as Lando, Luke and Jan Ors – your old girlfriend. As for the Empire, the usual suspects – including Stormtroopers and Imperial Officers – return, along with Dark Jedi called The Reborn. In fact, *JK2* has pretty much got it all. Whether you're gagging for a gorgeous single-player shooter or a fancy multi-player deathmatch, it won't disappoint. The Force is strong in this one, the best *Star Wars* game ever.

... Stunning scenery transports you from the cloud-swept towers of Bespin, through various Empire strongholds...

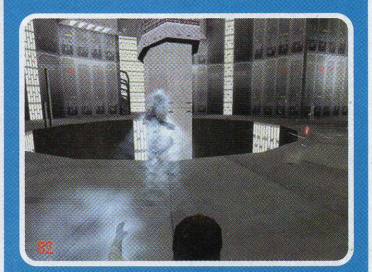
Softography

These guys have also made...

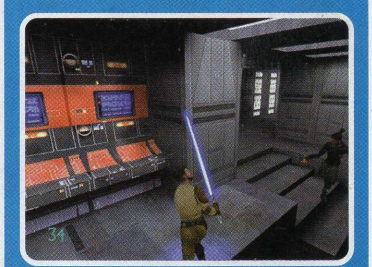
Star Wars: Dark Forces	68%
Star Wars: Demolition	51%
Star Wars Ep 1: Jedi Power Battles	68%
Star Wars Episode 1: Racer	84%
Escape from Monkey Island	90%
Star Wars: Galactic Battlegrounds	80%

Force of Habit!

▲ Force Lightning can prove to be deadly towards groups of weaker enemies.



▲ Force Push is often a simple way out of trouble when you've got little ammo.



▲ At higher levels, Force Pull can be used to tug weapons right out of people's hands.

Judgement

GRAPHICS Stunning scenery and skins but not enough alien types to prevent repetition.

GAMEPLAY Fiddly Force Powers but 'Saber combat is simple, and it's a blast from start to finish.

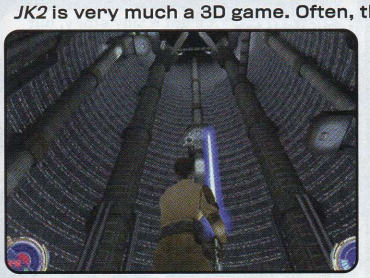
LIFESPAN Longer than *Elite Force* and *Max Payne*, and with a great multi-player mode too.

LucasArts strike back with the *SW* game we've all been waiting for. This is seriously sexy stuff.

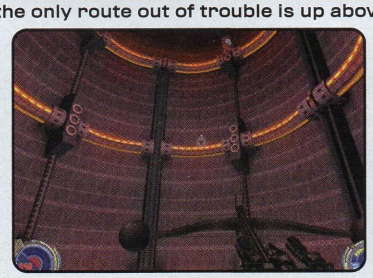
Overall 93%

Up, Up and Away!

JK2 is very much a 3D game. Often, the only route out of trouble is up above you...



▲ A Force Jump might get you up that series of platforms, but don't slip. You'll break your neck.



▲ Lifts that slowly rise and fall will speed you up safely and get you on your way out of here.

▲ There are often multiple routes to get to the end of certain levels. Choose your path wisely.

REVIEWER

Richard Melville

OUT: NOW | FORMAT: XBOX | PRICE: £40 | DEVELOPER: RADICAL ENTERTAINMENT | PUBLISHER: THQ | SPECIAL FEATURES: NONE | OTHER FORMATS: PS2, GC | CALL: 01483 767 656 | PLAYERS: 1-2

There's **more to this boarder** than tricks. Battle the **ski patrol, aliens** and **renegade snowmen!**

Dark Summit

There's trouble at the top of the peaks.

The mountain has been closed by Ranger Leary after a strange alien object landed.

You board as Naya, leading a team that has been dispatched to work out what's going on, in between boarding your way through paradise and completing mission-based tasks.

KNOCK 'N' RUN

Each task is linked to normal snowboarding (such as stunts, grinds or racing) and adds a bit of strategy. For example, after disabling five bombs by grinding over them, Naya will have to prove her trick skills and escape the ski patrol, who are trying to prevent her investigations...

As well as racing, pulling tricks and grabbing bonuses, Naya has to decide which path to take when being chased by ski patrol. A new task is triggered when you enter one of the gates scattered over the course, and the variety of tasks means you won't be repeating familiar stunts.

GREAT RANGE

For the single player, *Dark Summit* offers 45 challenges that gradually get more complex. The size of the levels gives a sense of freedom as you speed down the mountain.

The four courses may be huge, but they're dull next to SSX Tricky's fun filled mountains. There are no secret tunnels, and you won't have any pant loading moments as you tumble face first down an 1000 foot cliff. There are plenty of logs to get those grinds going, but the controls are arse and make even the easiest tricks painful.

Dark Summit doesn't look as good as Microsoft's serious snowboarder, Amped and even though it's got an original story, *SSX Tricky* wees all over it. Don't eat the yellow snow.

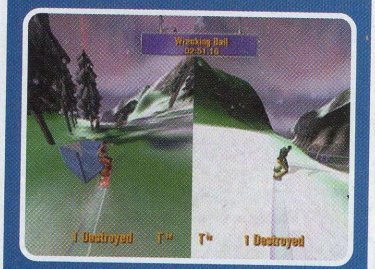
Softography

These guys have also made...

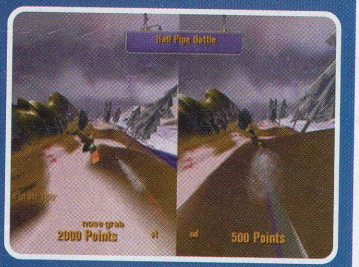
MTV Snowboarding	54%
Jackie Chan's Stuntmaster	75%
Amped	80%
Simpsons Road Rage	76%

Ice Battle!

The two-player games are based around three competitions, with five extra characters. The first is a half-pipe battle where you have to get the highest score by the end of the course. The next is a simple racer, and the third is called Wrecking Ball. It asks you to clobber everything in sight in a destructive tantrum!



▲ Trash everything you see in Wrecking Ball mode, acting like a hooded hooligan skater vandalising a city centre. You thug!



▲ Just like two player *Tony Hawk's*, Half-Pipe Battle is a race to get the highest score so that when the timer hits zero, you are the winner.

▲ If destruction and stunts are too much for you, go for a nice gentle race down the slopes against a mate.

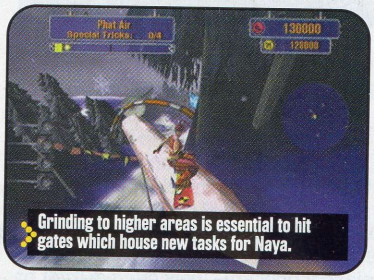
'Sno Ball!

To stop a rival boarder, knock snowmen and bins towards them. The obstacles will tumble down the course after them.

Oops! Now Naya has bumped into the rather large bin, it will follow her down the hill! Grind a high rail to escape.

Hit one of these lovable looking snowmen and they'll become three dangerous balls of terror. Looks can deceive...

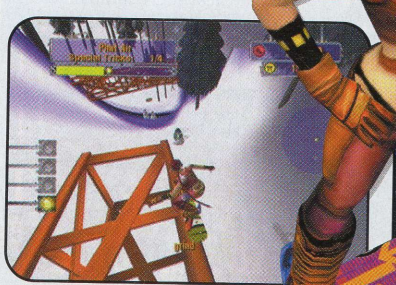
... You see? We told you so. Weave between them and pray that they don't hit you, as it takes ages to recover.



Grinding to higher areas is essential to hit gates which house new tasks for Naya.

The Best Bit

Grind your way up to the highest platform and get ready to do a quadruple body flip with your arms outstretched. You da gal!



▲ A scoreboard shows her progress and the amount of time you have left.

Judgement

GRAPHICS Colourful explosions, slick animation and cool boarders look as good as *SSX* Tricky.

GAMEPLAY It's got s silly story, but you won't find much *SSX Tricky* style craziness. A bit dull

LIFESPAN 45 missions that get hard quickly, plus unlockable boards, outfits and characters.

A snowboarder that dispenses with constant stunt-busting in favour of a silly story. It's a bad idea and ends up being a poor man's SSX.

Overall 62%

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PLAYABLE DAVE MIRRA 2
Take to the city in this huge level
PLAYABLE BLOODWAKE
Guns 'n' boats 'n' rock 'n' roll
30,000
10,000
Switch
PLAYABLE
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- AMPED: FREESTYLE SNOWBOARDING
- BLOOD WAKE
- DAVE MIRRA FREESTYLE BMX 2

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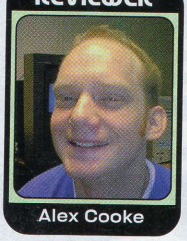
ISSUE 02 ON SALE MARCH 27

REVIEWER



Alex Cooke

OUT: MARCH
FORMAT: XBOX
PRICE: £45
DEVELOPER: SPORTS INTERACTIVE
PUBLISHER: EIDOS
SPECIAL FEATURES: NONE
OTHER FORMATS: PC
CALL: 0208 636 3000
PLAYERS: 1-4

Right Moves!

As well as sharing *Season '01/'02*'s stats from PC, this Xbox version notes recent international moves. We test a few for accuracy...

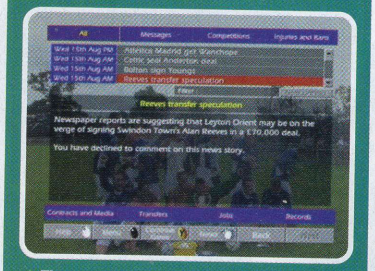
Here's Jermaine Jenas, England U18 captain and a regular in the U21s. Forest's loss is Newcastle's gain eh?

Even Ade has managed to find his way from Leicester to continue his amazing scoring record at Crystal Palace.

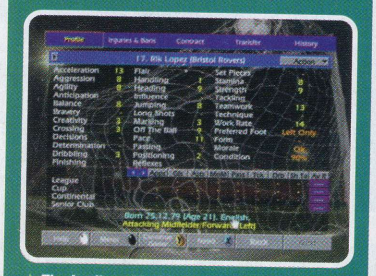
But what's this? Steve McMahon aged 18? How has the Blackpool manager wiped his long playing history?

In Too Deep!

From contracts that need renewing to managing foreign players who can't fit in with the British system of lager louts, clubs and hitting students, *CM* covers everything. Even taking players in under a fatherly wing.



▲ The new version has all transfer law changes that look set to come into effect very soon.



▲ The Attribute Masking feature won't let you see how good a player is before your scouts.

Now everyone can be a footy manager, as the **Sensational kicker** gets **off the bench** and **in the 'Box!**

Championship Manager Season 01/02

GAMING MASTERPIECE

Of all the games you dreamed about playing on the world's most powerful console, it probably wasn't one with no graphics.

But, while it doesn't try to look pretty, *Championship Manager* (alongside *Halo)* pushes the big black box to its limits. It's brilliant and could not work on any other console.

FAN(TASY)

So how can you squeeze a number-crunching behemoth from the all-powerful PC into Xbox? The answer is: perfectly. Trying to spot differences between the life-absorbing original is impossible, especially when the pair share the same huge player database. That's right, every single one of the 100,000 players, managers, and refs has been transferred over to the black box. The stats have been updated too, so that every teenage transfer or old lag on loan is in the right place, and there isn't too much waiting between matches. However Xbox is limited to running just three of the 26 leagues at once, making it impossible to jump jobs from Barcelona to Juventus via Highbury and Old Trafford.

SHEEPSKINNED

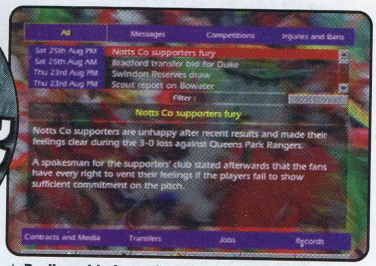
The menu system remains identical, but instead of moving with the mouse there is the pad and pointer – and getting used to it takes moments not minutes. The extra buttons are set as handy menu shortcuts, but it is a pain that the regularly used Back button is so badly positioned. You do still miss the keyboard but it all works smoothly enough to let you concentrate on getting to grips with a great footy management game.

Of course, non-footy fans will think it's about as much fun as messing around with a spreadsheet, but any *Sky Sports News* addict will love this flawless conversion of the PC masterpiece. Codemasters' *LMA Manager* may be better looking, but this is still the boss.

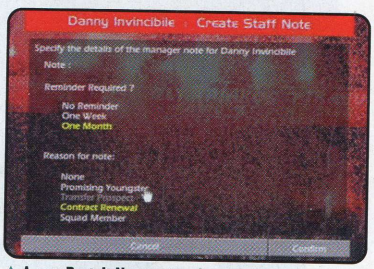
The Best Bit

Contract
Transfer
History
10. Francesco Totti (Roma)
Action
Acceleration 16 Flair 20 Set Pieces 15
Aggression 16 Handling 1 Stamina 13
Agility 19 Heading 11 Strength 18
Anticipation 15 Influence 20 Tackling 12
Balance 16 Jumping 13 Teamwork 15
Bravery 16 Long Shots 16 Technique 20
Creativity 17 Marking 10 Work Rate 15
Crossing 16 Off The Ball 17 Preferred Foot Either
Decisions 17 Pace 15 Form
Determination 20 Passing 17 Morale Ok
Dribbling 17 Positioning 15 Condition 80%
Finishing 14 Reflexes 1
Apps Gls Asts MoM Pass Tck Drb Sh Tg Av R
League
Cup
Continental
Senior Club
Born 27.9.76 (Age 24). Italian (24 caps/5 goals).

Think of a player and he's there. Dream of running a club and you can take control. The database is bigger and better than any other game.



▲ Dealing with the media and irate fans is now as much a part of your job as picking the team.

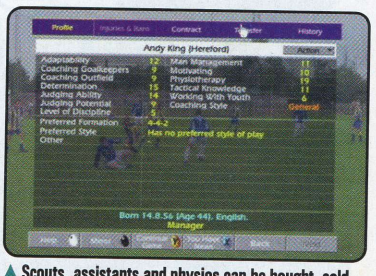


▲ A new Post-It Note system lets you leave reminders for yourself to deal with a player's problems.

Softography

These guys have also made...

Championship Manager 01/02 ..... 88%
Championship Manager 00/01 ..... 92%
Championship Manager 3 ..... 91%



▲ Scouts, assistants and physios can be bought, sold and – more importantly – sacked, as easily as players.

Judgement

GRAPHICS Not much to excite, but some new commentary adds to the big match atmosphere.

GAMEPLAY Comprehensive and in-depth. From Armstrong to Zidane, everyone's included.

LIFESPAN There's no limit to the play. Win everything as Liverpool, then do it as Hereford.

Identical to the PC version but with controls that makes light work of the complex play – the definitive management masterpiece.

Overall 91%

OUT: NOW | FORMAT: PS2 | PRICE: £40 | DEVELOPER: KOEI | PUBLISHER: THQ

Dynasty Warriors 3

Become a **Chinese warlord** and **deal some death** to the masses!

▲ Blow enemy grunts away with a special move.

▲ When generals collide, a green glow appears.

This is war! War in a medieval Chinese stylee, which means on horseback and with battlefields so packed you can't help but hit folk with your spears and axes every time you so much as turn around.

It's pretty much the same as *Dynasty Warriors 2*. Enter the game's Musou mode and you'll be thrown into a huge battlefield as a general from one of the three Chinese clans who are involved in an epic war.

STRENGTHS

Each general has his own unique weapon and a set of standard and special attacks that can take out waves of enemies all at once. You can even change to a first-person view and take out the bad guys with your trusty bow and arrow.

Sounds exciting, doesn't it? Unfortunately your fellow army members are incredibly stupid. Groups of them could be standing just metres away from you while you take a kicking from the enemy general and they wouldn't even bat an eyelid!

It really does spoil a decent game. Despite the introduction of a multi-player mode and some new characters, *DW3* can become boring very quickly.

Multi-Kill!

The generals each have a super move that can take out loads of enemies at one time.

Once your powerful super move has been unleashed, the enemy better start running! It's very destructive.

Within just a few explosive seconds your super move sends the surrounding bad guys, and all their major organs, flying!

If you direct your punishment to all sides successfully, you'll be the only one left standing. Victorious.

Judgement

GRAPHICS A huge selection of great looking playable characters and brilliant cutscenes.

GAMEPLAY Frustrating at times, especially when your army won't fight or follow you.

LIFESPAN 41 playable characters, two-player mode and top scoreboard – will that do you?

Decking armies should be great but *Dynasty Warriors 3*, just like the previous game in the series, gets a bit samey after a while.

Overall 64%

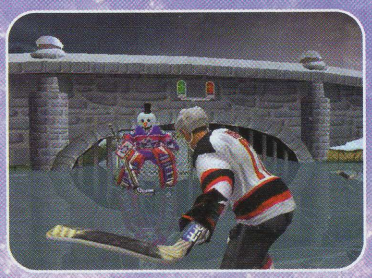
REVIEWER: Alistair Bell

OUT: NOW | FORMAT: XBOX | PRICE: £40 | DEVELOPER: MIDWAY | PUBLISHER: MIDWAY

NHL Hitz 2002

It's a **flame-grilled, puck-slinging, ice hockey frenzy** for Xbox!

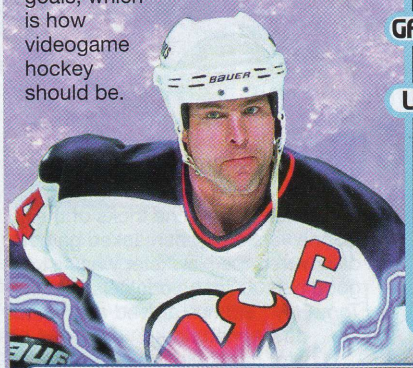
▲ Each time you face off you can have a pop at your rival or make a quick pass to a team mate.



▲ Complete Championship mode and you'll get an outdoor rink and a snowman for a goalie!

This is best thought of as a crazy, over the top version of ice hockey for gamers who want to jump straight on to the rink.

NHL Hitz has an official licence, real players and all the proper rules, but only four players per team. Each player has a turbo meter that makes him glow. Should he score a hat trick, he'll run faster with a flaming puck! Fewer players means faster play, less puck hunting and great goals, which is how videogame hockey should be.



The single-player mode has a longer lifespan than rivals due to hidden players, secret rinks and a Create A Player option. The only downfall is that with so few players the action gets repetitive, but it's ideal for dipping in and out of.

Judgement

GRAPHICS Detailed and humorous – does Xbox justice. Rink and player damage looks great.

GAMEPLAY Four players per team, so *NHL Hitz* isn't a sim. But it's fun, especially in multi-player.

LIFESPAN You won't play it solidly but expect it to come out every time your mates come around.

Hard hitting arcader with all the elements of hockey that entertain. Speed, scraps and goals make *NHL Hitz* better than *NHL 2002*.

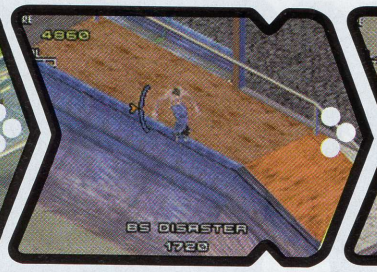
Overall 82%

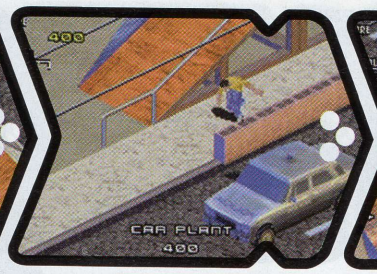
The camera lets you see over half the rink at once, so you can always take a decent shot on goal.

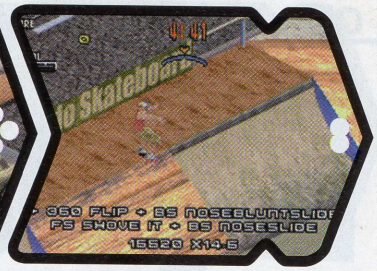
REVIEWER: Richard Melville

REVIEWER

Richard Melville



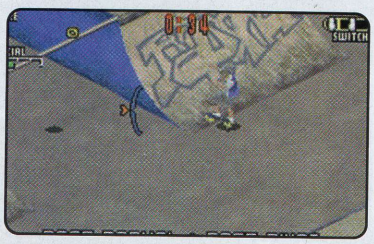




OUT: 28 MARCH FORMAT: GBA PRICE: £35 DEVELOPER: VICARIOUS VISIONS PUBLISHER: ACTIVISION SPECIAL FEATURES: LINK-UP PLAY OTHER FORMATS: PS, PS2, XBOX, GC CALL: 01753 756 100 PLAYERS: 1-4

Factpack
The stuff you need to know...

Levels	6
Modes	5
Skaters	13
Secret movies	13



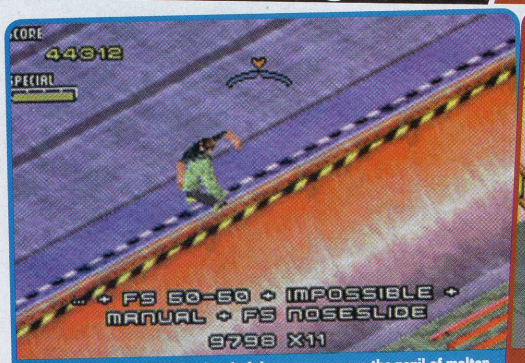
Tony **grinds into suburbia**, flipkicks through **LA** and **half-pipes** his way through **downtown Tokyo!**

Tony Hawk's Pro Skater 3

GAMING MASTERPIECE

Global Grinding!

Skate all over the world, flipkicking on picnic tables, collecting pumpkins and annoying the citizens of LA. Tony's never been so well travelled.

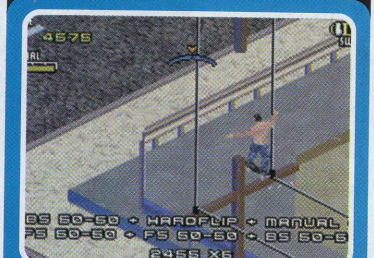


▲ Grinding in the Foundry level of the game you see the peril of molten lava pools waiting to toast Tony. Keep well away if you can.

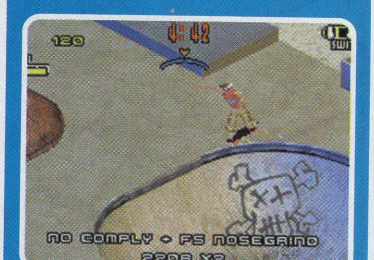
▲ In the Suburbia level you can jump over picnic tables, collect pumpkins and blast by community barbecues. How neighbourly.

▲ LA is full of hectic, traffic-heavy roads to negotiate but super star Tony takes all these hazards in his stride.

Grindathon!



▲ If you manage to grind along these lengthy pipe sections without falling off, they could take you right across the top of a level. Just don't look down. It's a long way!



▲ Keeping your balance is tricky but it's possible to do a full lap of this crater. And just watch that score rise as you do it.

Tony Hawk's Pro Skater 2 was one of the most addictive UK launch games for GBA.

Stuffed with all the tricks of the PSone version, gobsmacked gamers discovered the Hawkster was just as good here as in the originals. Now *Tony Hawk's 3* has arrived and set a new benchmark for handheld skaters. The hawk is definitely flying high back in Advance town.

▲ Wall-riding is an essential way of collecting hidden boards and S.K.A.T.E letters to get to the next level.

Tony Hawk's 3 sticks with the isometric visuals of *Tony Hawk's Pro Skater 2* but places Tony in exotic countries such as Rio, as well as fantasy skate parks. Starting in a molten-filled foundry, Tony globetrots over six levels to LA and Tokyo, in between trashing an American town with his signature grinding skills.

BIGGER THAN BEFORE

The major difference from *Tony Hawk's Pro Skater 2* is that the levels are bigger and filled with more obstacles and secrets. The first level, a brilliant conversion of the PS2 Foundry level, asks you to drain pools of molten metal and grind pipe valves. The familiar secret tapes and S.K.A.T.E. letters need to be collected, and you can now grab new boards along the way too.

During the Suburbia level, cars shoot past and you'll need to swerve between troublesome pedestrians to build up speed. Roofs, kerbs and even reservoirs act as makeshift half-pipes and rails to perfect new stunts.

TRICKSTYLE

Gladly, it's easier to perform handstands and grind for longer with a new Balance Meter, which comes in handy when grinding across sky-high pipes. Completing the crazy grindathon action, Tony can twirl around circular pits in the ground, which means he can grind for ages – *Jet Set Radio*-style. If you need to get that elusive S.I.C.K. score, there's no better way than a marathon grind session.

For new gamers to the series, there's a Tutorial mode where Tony shows you how to perform simple tricks and points out which obstacles are ideal for grinding. A Free Skate mode allows you to practice your

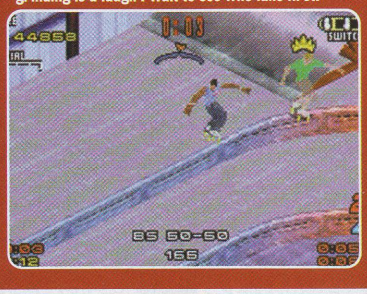
Boarding With Your Buddies!

If you've got a few GBA-owning mates, get yourselves a link cable and you'll be able to play the great multi-player game with up to four skaters.

▲ Get the high score and you'll get a fancy crown on your head to let others know you're the best.

▲ There are four skaters on screen. Online gaming? Who needs it when you've a link cable and mates?

▼ Anything you can do I can do better. Synchronised grinding is a laugh . Wait to see who falls first.



▼ While rival players stumble about in a breakdance practice, the king skater rides off to claim victory.

The Best Bit

Getting together with mates to bust stunts.

Softography

These guys have also made...

Spider-Man GBC	81%
Vigilante 8 GBC	65%
Tony Hawk's Pro Skater 2 GBA	81%
Spider-Man 2: Enter Electro	66%
Spider-Man: Mysterio's Menace	81%
Buzz Lightyear of Star Command	62%

Tony is joined by 12 of his deck buddies who have different skills from the Hawkster. Or, if you want to add the personal touch, you can choose the Custom Skater option to create your own skill set. Tricks can also be edited if you're familiar with the PS2 method of stunt-pulling.

newly learned skills, and the main Career mode will take at least a month of play to beat. As before, you'll need to complete most of the tasks on one level to progress further, and it's much harder than before.

... Tony can twirl around circular pits in the ground which means he can grind objects for ages – *Jet Set Radio*-style...

AS GOOD AS PS2

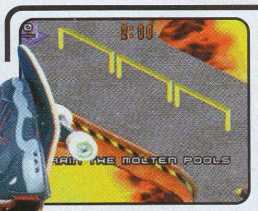
On GBA, *Tony Hawk's 3* creates a feeling remarkably similar to playing on PS2. The levels aren't as huge and the DVD skater profiles are cut down to brief, hidden profile screens but, gameplay-wise, it's almost identical. All stunts and tricks are present and the fixed isometric viewpoint works well (once you've got used to it).

Fans will find *Tony Hawk's 3* compulsive and GBA's portability means you can pick up and play anywhere. While PS2 owners have to fiddle with modems and phone lines, four GBA owners can simply plug into each other and battle for the skater king crown.

Easy to pick up, hideously addictive and even better than before, Hawk fans just can't say no to *Tony Hawk's Pro Skater 3*.

Eat My Goals!

Grinding rails is the easiest of the tasks that you'll be given on the Foundry level. Other objectives are trickier to do.



Next you have to drain the molten pools, but the game doesn't tell you how so you'll need to explore to solve the problem.

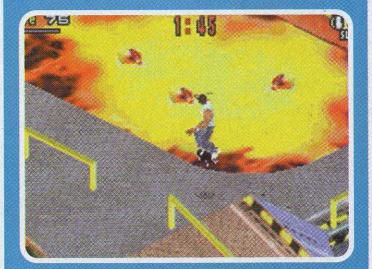
Wall-ride the Magma Falls and you'll feel like a supreme skater. But fail and you'll end up charred and scarred.

Wall-ride the valves and they'll unlock. You need to be quick to find and open all five of them in time to meet your objective.

Skating for Life!

There are new obstacles that can cause time delays and make you look like a fool!

▲ After grinding the rail you head straight to the molten lava pool. Get ready to jump or swerve.



▲ Prepare for a dunking! Scream in terror as the boiling metal frazzles your deck and legs.

▲ The penalty for frying is a slight pause as the game puts you back, with a cheeky message.

Judgement

GRAPHICS There's more animation and detail than before, and the new levels are jaw-dropping.

GAMEPLAY Polished as ever but even more addictive – you'll be dying to explore LA, Tokyo and Rio.

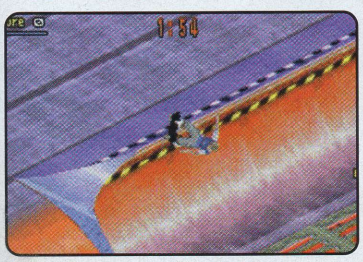
LIFESPAN You'll pick it up for a five minute play and end up spending hours getting a high score.

Tony's finest handheld outing yet. New levels, better graphics and a hassle-free multi-player mode make Hawk a half-pipe hero.

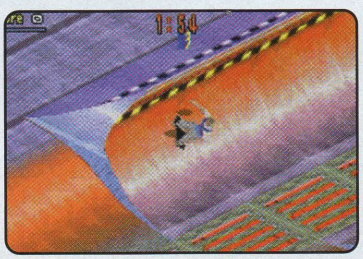
Overall 93%

Half-Pipe Hero!

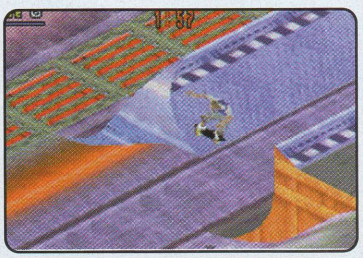
The environments in this version may be new, but Tony can find a reliable half-pipe anywhere in the world.



▲ The half-pipes are good for speed, but you need to keep an eye out for obstacles once you speed off one.



▲ Rather than plain looking tarmac, the ground in *Tony Hawk's Pro Skater 3* is detailed and shaded.



▲ Tony can grab rad air but, as the levels are full of obstacles, you must land at the right angle.

REVIEWER

Joel Snape

OUT: 21 MARCH

FORMAT: XBOX
PRICE: £45

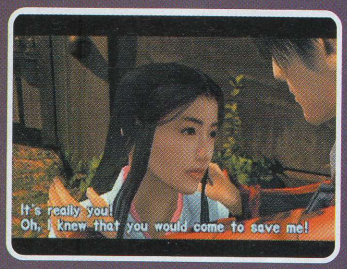
DEVELOPER: CAPCOM
PUBLISHER: CAPCOM

SPECIAL FEATURES: NONE
OTHER FORMATS: PS2

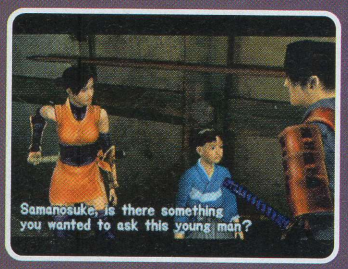
CALL: 0207 925 2526
PLAYERS: 1

Samurai Facts!

Onimusha's actually set in a well-known period of Japanese history – during the reign of the infamous warlord Nobunaga. Games are educational after all – aren't they, mum?



▲ Yuki's the sister of Yoshitatsu, master of the Inabayama castle. She gets kidnapped, natch, and you must be her knight in shining armour.



▲ Yumemaru's a little orphan and Kaede's a female ninja – she becomes playable later on as you progress though the game.

▲ Samanosuke's broody good looks are based on those of hunky Japanese megastar Takeshi Hinohiro, fact fans.

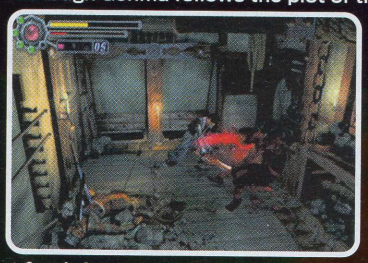
Halo hasn't **sated your need** for ultraviolence? Get **back to basics** and **swap hot lead** for **cold steel!**

Genma Onimusha

GAMING MASTERPIECE

I Know You Got Soul!

Although *Genma* follows the plot of the PS2 version, it's got plenty of extras worthy of the term Director's Cut.



▲ Some bad guys are new, although the blood-spurting effects are as cool as ever. Eurgh.

▲ Early on, Samanosuke finds these nifty ninja threads. Don't expect stealth sections, though.

▲ When green souls appear, bad guys try to grab them – time for some frantic pad-bashing.

Claire Redfield? She's okay – but a bit too squeamish when the zombies appear.

Dante? He's the John Woo fan's choice, but he's a bit *too* smooth for his own good.

Samanosuke, though. From the first minute he squints his eyes, squares his jaw and unsheaths his sword, you just know there's something effortlessly cool about him. You know he's not the running away, wise-cracking type. Crikey, he looks like he'd kick your head in if you even *thought* about dishonouring him with a below-average game. Thankfully, Capcom haven't.

Softography

These guys have also made...

Resident Evil	90%
Resident Evil 2	93%
Resident Evil 3	94%
Resident Evil Code: Veronica	94%
Onimusha: Warlords	90%
Street Fighter Collection 2	49%

IMMERSIVE

Almost a year ago, *Onimusha* was released as Capcom's most expensive game ever, and went on to be the first million-selling PS2 title. Post-Xbox, it's easy to see why – even next to the most recent releases it's aged incredibly well. Gorgeous pre-rendered backdrops combine with minor animated details (honestly, just *wait* until you see the bats flap out of the cave) to create a world that feels more real than *Code Veronica*'s endless grey bunkers ever did.

CLOSE COMBAT

In the survival horror tradition, there's little background interaction – breakable jars and unlockable treasure chests stand out a mile – but

The Flashing Blade!

Magic's the key to winning *Onimusha*'s later battles. Top up your powers by hitting people, then unleash a storm of elemental fury on the goons. You called down the thunder? Well, now you've got it.

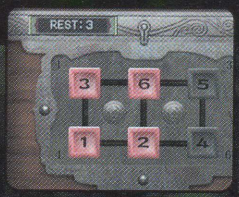
▲ The Raizen sword's powered by thunder. It's got a wicked combination attack, finishing with a bolt of lightning. Crispy.

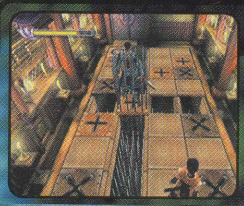
▲ The Enryuu's your fire-blade – ideal for clearing entire rooms with one brutal swipe. It also comes in handy as an impromptu lighter...

▲ New for the *Genma* version of *Onimusha* is Samanosuke's invincibility power-up – collect five green orbs and dole out the beatings.

Puzzle Boxes!

Most treasure boxes can be unlocked by matching these rotating numbers. Easy at first, but it soon gets tough...





The spiky-floor chess game's one of the few puzzles that ends in instant death. It may be a case of trial and error.

And the pull-levers-to-open gates bit isn't exactly challenging. You should realise what to do pretty quickly.

Finally, doors have to be opened by matching the locks up with the right coloured sword. Brain hurting yet?

Undead and Loving It!

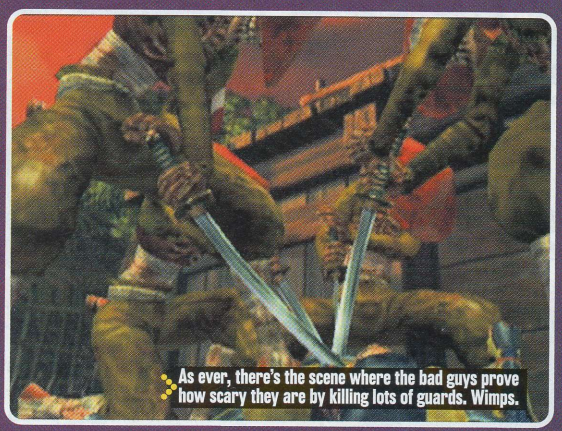
Where *Resi*'s zombies just shamble about like the audience at a Radiohead gig, *Genma*'s bad guys are some of the most threatening we've seen for ages, from hat-wearing skeletons right up to sinister main nasty Fortibras.

▲ Fortinbras is the evil mastermind behind it all. Stupid voice, mind.

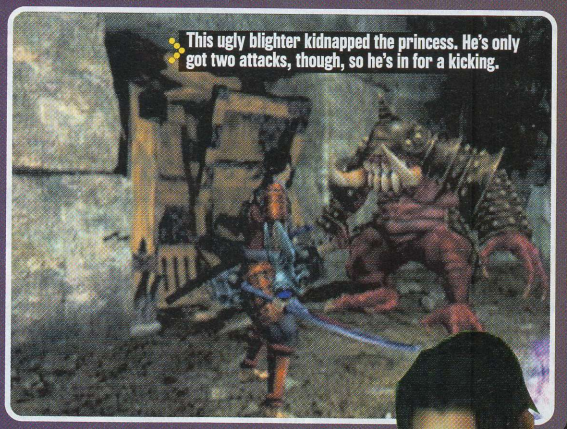
▲ In this bit, crows flap away from corpses as you sprint by. Creepy.

▼ If the bad guys start turning red it's time to block. A lot.

▼ Marcellus is the toughest boss – quick countering is vital to beat him.



As ever, there's the scene where the bad guys prove how scary they are by killing lots of guards. Wimps.



This ugly blighter kidnapped the princess. He's only got two attacks, though, so he's in for a kicking.

expect relying on a simple katana to get boring. But it doesn't. Initially, combos are simple – most enemies'll go down under a few wild katana swings. Soon, though, you'll have to master the magic system.

SOUL MAN

Most bad guys are vulnerable to a particular sword – wind, fire and thunder are all on offer – but your abilities have to be topped up by absorbing souls, which leaves you vulnerable in a big ruck. New for Xbox are green soul orbs. Get five and you can activate temporary invincibility – but let the bad guys grab them and they'll go nuts. Throw in a few projectile weapons, the new super burst attack and some of the most varied baddy attack patterns since, well, *DMC*, and you've got a game that relies on hitting people but never gets boring. A few puzzles scattered throughout break up the violence, although they're never that tough. Think door-in-one-room, key-in-the-other-one, and you've about reached the limits of their complexity. Ideal when you want to keep the violence chugging along.

Apart from the enhanced combat system, only a few minor details make *Genma Onimusha* any different from the PS2 version – if you've already got that, it's unlikely you'll want to hack through this another time, even though it is the better version. The green orbs make combat more challenging, but it still isn't the longest of games – without any genuinely taxing brain-teasers to slow you down, it's completable in a weekend of crazed slashery.

That said, it'd be a great weekend – there's barely a moment when you're not entranced by the pretty visuals or in the throes of insane blood-lust. Say hello to a new type of hero.

SWORD SWINGING

After the two-handguns-and-a-sword flashiness of *Devil May Cry*, you'd that hardly matters. After all, if you've stopped to look at the embroidered curtains, you're probably already dead. This is where the combat comes in.

> "... Gorgeous pre-rendered backdrops mixed with minor animated details create a world more real than *Resi*'s bunkers..."

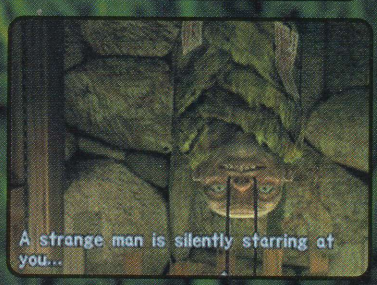
The Best Bit

Stand over a fallen zombie and kill him with a vicious katana-thrust in the ribs.

Factpack

The stuff you need to know...

Weapons	10
Dark Realm levels	20
Playable characters	2
Bosses	6



▲ This cheeky chap's the key to unlocking the Dark Realm – essential if you want the Bishamon sword.

Judgement

GRAPHICS More detail than *Resi*, but pre-rendered scenery disappoints. Similar to PS2's version.

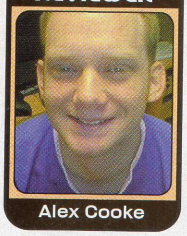
GAMEPLAY More brawn than brains – ideal if you want a hint of puzzling with your brutal violence.

LIFESPAN Green orbs don't make things much harder, but there's plenty of reward for seconds.

A decent update of a great game. It won't make PS2 owners envious, but for those yet to taste this, it's a vicious take on a classic genre.

Overall 91%

REVIEWER

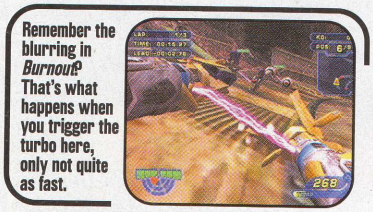


Alex Cooke

OUT: 28 MARCH | **FORMAT:** PS2 | **PRICE:** TBC | **DEVELOPER:** RAINBOW STUDIOS | **PUBLISHER:** LUCASARTS | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 01753 756 100 | **PLAYERS:** 1-2

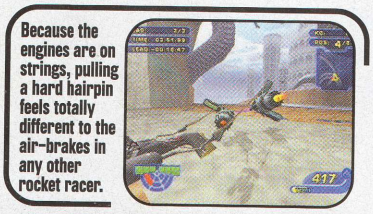
Rocket Packed!

Hold L2 to patch up your smoking ship with a slight loss in speed, but bash R2 and the Boost function cuts in, launching you into a wall.



Remember the blurring in *Burnout*? That's what happens when you trigger the turbo here, only not quite as fast.

When your rival's engines start to smoke, now is the moment to pile into them and knock them out of the race. Be ruthless.



Because the engines are on strings, pulling a hard hairpin feels totally different to the air-brakes in any other rocket racer.

▲ The two-player game moves flawlessly but you can only battle in single races, not tournaments.

Star Wars: Racer Revenge

Get yer **pods purring** for a game **high on speed** but **low on options.**

The sleeping bags have already been unfurled, the flasks of weak lemon drink have been filled and soon some of the country's oldest single men will be settling down outside your local ABC wondering why, once again, their Linux jokes and backwards Yoda talking has impressed the girls not.

The second movie in the new trilogy, *Attack Of The Clones* is on its way this summer, so the next wave of *Star Wars* games are heading for the game shop shelves.

CLONE ZONE

First up is *Racer Revenge*, the follow up to the decent *Ep 1* game, *Pod Racer*. Set eight years later, little Lord Vader returns to Tatooine to meet Sebulba and the rest of the racers who are waiting for revenge. Without any weapons, bumping and bashing is the only way to fend off your eight rabid rivals and win in this *Wipeout*-style racing frenzy. It all takes place on 13 smooth, fast tracks, twisting and turning their way through five worlds of sand, sea, forests and tunnels. The tracks are huge but can be confusing – especially when lots of shortcuts means other racers pop in and out of the action.

FAR, FAR AWAY

You can put up with that but *Racer Revenge*'s fatal flaw is that it's over too quickly. You can only compete in the 13 race Tournament mode once. After you have won it, you can unlock other racers, but no more. No Expert class, no reversed tracks, no chance to pit your ship against better racers... It's just not the challenge that the meaty *Pod Racer* was.

Which wouldn't be too bad if the whole thing took more than three hours to complete. Big is best and this just isn't good enough.

Softography

These guys have also made...

ATV Offroad Fury	80%
Splashdown	61%

Bob-a-Bet!

Rainbow Studios have included 10 hidden drivers to go with the already-revealed eight pod pilots. There's also concept art.

▲ Win races and claim places to get points that let you upgrade at Watto's world of scrap.

▲ Complete the series and, after a chat with Jabba the Hut, Sebulba will be revealed.

The Best Bit

Holding onto your R2 unit as you flick between concrete columns, hammering the boost button to squeeze out that last drop of speed.

Judgement

GRAPHICS Not as shiny as *Wipeout Fusion* but smooth and fast. Pop-up's limited to the intro.

GAMEPLAY The brief arcade-style action re-creates the movie's greatest moment well.

LIFESPAN Three hours of fun, a half decent two-player mode and unlockable Vader isn't enough.

Fun for the few hours that it lasts but just too simple and small to last for more than a day's play, even playing the two-player mode.

Overall 68%

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MAX

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INCLUDING THE ORIGINAL METAL GEAR SOLID WALKTHROUGH

Frankly, these boots are stupid.

GET DOWN, SHEP!

GERDY GERDY

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FINAL FANTASY VI

At last! The roleplaying classic comes to PSone!

NOW PS2 & PSONE

PLEASED TO EAT YOU!

BLOOD OMEN 2

KAIN'S BACK! And he a

TAC

MAXIMO

It's pant-tastic! Be with our giant walk

PLUS!

Dark Summit
Jedi Starfighter
Soul Calibur 2
Star Trek Elite Force
Kessen 2
Dynasty Warriors 3

This liquid diet is playing havoc with my motions.

YOU'RE FIRED!

SPYRO

First shots of Spyro's PS2 ADVENTURE!

BIG AND BOUNCY!

TOMB RAIDER 6

Lara's back and next-generation! WE'VE GOT THE PS2 SCOOP!

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APRIL 2002 ISSUE

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REVIEWER

Richard Melville

OUT: APRIL | FORMAT: PS2 | PRICE: £40 | DEVELOPER: KONAMI | PUBLISHER: KONAMI | SPECIAL FEATURES: NONE | OTHER FORMATS: XBOX, GC | CALL: 01895 470 503 | PLAYERS: 1-4

Factpack
The stuff you need to know...

Cups	2
Leagues	2
Teams	58
Moves	6

Pro Evolution Soccer **redefined footy games** on PS2 but Konami's **new striker tackles *FIFA*** head on...

ISS 2

Video Evidence!

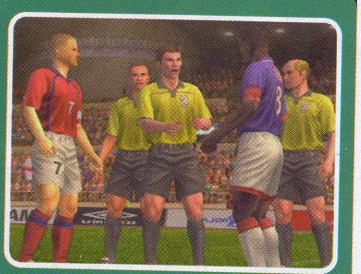
The Replay option is complex and lets you see every blade of grass. The D-pad moves the camera, ◎ lets you zoom and the analogue sticks rotate your view. You've never been so close to the players.

▲ Watching fouls in the Replay mode shows the great motion-capture that's been made using real players. Fouls look really painful!

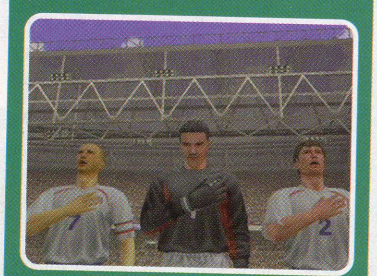
▲ Wince as the player plummets to the ground! Using the Zoom function, you can see every limb-snapping frame and squirm through it.

▲ Oof! He's down and surely out for the count. Call the medic! And pass me that sick bag would you...?

Him Off the TV!



▲ "No, you fool. *We're* playing England; France play them next week. Now bugger off!" Whoops, the officials forget their station.



▲ Beckham and Seaman look just as good as the much lauded players in *FIFA 2001*, so *FIFA* fans shouldn't have anything to grumble about here.

If you're even slightly interested in footy games, you'll know that *Pro Evolution Soccer* by Konami Tokyo is the daddy of 'em all.

No other football game can touch it in terms of playability and sheer greatness. "So why release another game so soon?", you ask.

Firstly, *ISS 2* is by Konami Osaka rather than Konami Tokyo. The reason for *ISS 2* appearing is because, great as *PES* is, some gamers want a more arcade-based kickaround, and the sim-like *PES* rarely lets you score a screamer from 30 yards. If you like the fast-paced, multiple goal bonanza of the *FIFA* series, *ISS 2* is the Konami-developed equivalent. Even better, it beats *FIFA* hands down in terms of thrills, and adds Konami's trademark finesse to the beautiful game.

The shoulder buttons can swerve shots, perform one-twos and make each player sprint. Passing and tackling is easy, so even novices can score goals within minutes.

Visually, this looks strikingly similar to *PES*, but it's the magic under the bonnet of the *ISS 2* gameplay engine that makes it a winner.

KNOCKABOUT

Play might be a bit more hit 'n' miss than the silky smooth passing needed to score in *PES*, but it's just as fun. In Versus games, there are more goals, so more fun. Rather than struggling to reach the penalty spot, you can easily take 10 shots on goal in the first half. The in-game speed can be ramped up considerably too, making *ISS 2* twice as fast as any rival footy game.

HAND OF GOD

Free kicks and corners have a colourful meter system where you can adjust the height and power of your shot. Purists may shriek at such unrealistic controls, but it works well and offers every gamer the chance to get into the game quickly without having to learn complex controls.

Game modes include International Cup, Custom League, World League

▲ Tackle a rival close to the area and the ref is much more likely to give you a red card rather than yellow.

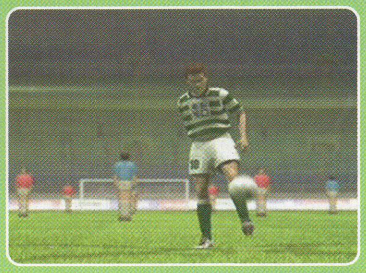
▲ One gripe about *PES* was that it was hard to score outside the area. In *ISS 2*, you've always got a chance.

▲ Sprinting down the wings is exciting, and much faster than in either *FIFA* or *Pro Evolution Soccer*.

Get Your Feet Off the Table!

ISS 2 features an intro sequence that shows table footy characters making a magical transformation into real players. Hope they cleaned their boots!

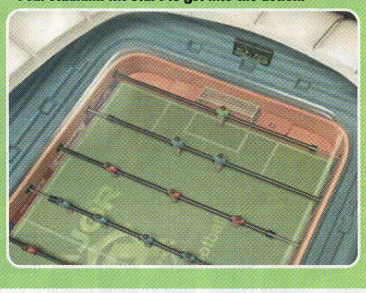
▲ Standing out from the crowd, one of the table footballers comes alive to display some real skill.



▲ The developers have linked pub footy and real footy in a videogame about football. Freaky, man!

▼ When Terry Venables decided he wanted to play football again, fans stared at his belly in disbelief.

▼ As it comes to a close, we see table football in a real stadium. Hit Start to get into the action.



The Best Bit

Shooting from outside the area and past the defence to beat the 'keeper. Goal!

Softography

These guys have also made...

Metal Gear Solid	94%
Metal Gear Solid 2	96%
Castlevania	82%
Silent Hill	92%
Rakuga Kids	72%
Ring of Red	84%

and a training option, though it lacks the team-building brilliance of *PES's* Master League. This is a minor loss for fans of arcade-based footy games, though. A major point is that the Fifpro licence lets you play as the proper England team – the recreations of Beckham and Seaman look just like their real-life counterparts.

... The in-game speed can be ramped up considerably, making *ISS 2* twice as fast as any of its rival footy games...

FIRST DIVISION

Pro Evolution Soccer lovers won't need to rush out and buy *ISS 2* because, as the total football simulation, it remains king of the hill. *ISS 2* is for gamers who have played *PES* and been thrashed by their mates who are fully trained in the subtleties of back passing and chipping through balls into the area. This levels the playing field. Whether you're an *ISS* expert or virgin, you'll have an equal chance of winning. Commentary from Jon Champion and Mark Lawrenson (rather than rambling nonsense from Terry Butcher) is the icing on this tasty footy cake.

If you find *FIFA* too easy but have been left feeling cold by the practice needed for *PES*, transfer to Konami's new winning team.

Shot on Target!

Goalies dive, pounce and punch the ball more than in *PES*, where goalies seemed to catch the ball every time. Yay!

When an opponent blasts a ball into the area, beware of pesky deflections that can result in own goals.

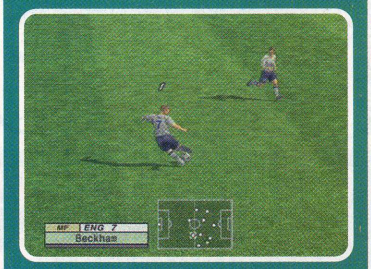
One-on-one challenges are tense if they take place near the goal but you've got a good choice of kicks to create a cross.

Shots on goal can seem like rocket-powered bullets with the use of the power meter, but charging up takes time.

Ball Practice!

The obligatory training ground is there for you to hone your skills.

▲ Beckham shows his team mates on the training ground how to perfect their ball skills.



▲ "I did a few free kicks like this against Germany when we stuffed them 5-1 last year."

▲ With no opposition, practice controlling and passing if the ball lands on your head or chest.

Judgement

GRAPHICS The stadia and players look real but the choppy animation isn't as smooth as *PES*.

GAMEPLAY Remixes the best of *PES* in an arcade style, adding speed and more chances on goal.

LIFESPAN You'll play for an hour each night and dedicate whole days to it with mates.

Everything an arcade footy fan could wish for. Playability shines in a fast, intuitive reworking of the best footy game around.

Overall 88%

Power Gauge!

A power meter pops up during free kicks and corners. It's similar to a golf game's swingometer, and works well.

▲ Set the height for your free kick then double click the power bar to take the shot.

▲ Brilliantly, a distance meter also appears just to show you how powerful the shot needs to be.

▲ Corners are a great chance to score. Once you've got the right tactic, friends will fear conceding one.

OUT: NOW | FORMAT: PS2 | PRICE: £40 | DEVELOPER: EA BIG | PUBLISHER: EA | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 01932 450 000 | PLAYERS: 1-2

The **finest snowbound racer** ever gets a **massive overhaul**, and is now **cooler than ice!**

Sled Storm 2

Peas in a Pod!

Psymon and Zoe have jumped the *SSX* ship to join *Sled Storm*.

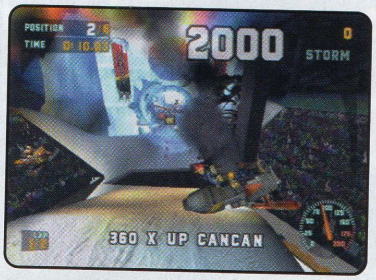
SSX's Zoe swaps board for mobile here in *Sled Storm 2*. The similarities between the two games are striking.

Each of the nine riders that are featured in the game comes with their own outrageous signature racing move.

With its kerazzy subject matter, outrageous characters, screaming commentary and truck loads of tricks, *Sled Storm 2* may be EA Big by numbers, but when a game's this good who cares?

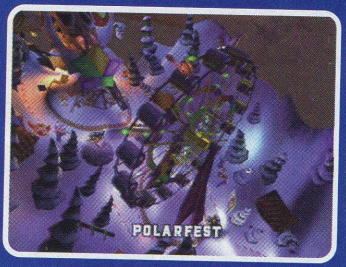
Pant-wettingly quick, brash and noisy, beneath that outrageous exterior lurks a racer of surprising finesse. Each of the game's nine snowmobiles is manoeuvrable, as you can lean into corners and pull off power-slides. The only downside is there are just six tracks to razz around on.

If you like your games challenging, fast and extremely furious, then look no further. Just don't expect this adrenaline boost to last for long.



▲ Activate Storm Boost for some eye bursting speed.

Wild Racing!



▲ *Sled Storm 2*'s races take place on locations like an Alaskan theme park and Bermudan iceberg. Each is full of ramps and shortcuts.

Judgement

GRAPHICS Adrenaline pumpingly bawdy, speedy and in-yer-face, and it looks just like *SSX*.

GAMEPLAY Despite sporting bucket loads of tricks this is an old fashioned racing game at heart.

LIFESPAN Tough, solid and challenging: it needs to be as there are only six flippin' tracks!

Faster than *Wipeout Fusion*, this is one of the most frantic racers you can get on PS2. With more tracks this would have been solid gold.

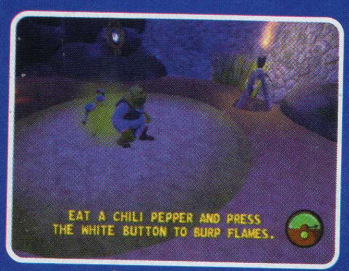
Overall 80%

REVIEWER: Richard Owen

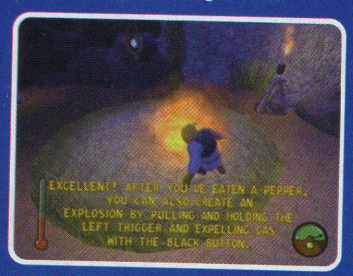
OUT: 29 MARCH | FORMAT: XBOX | PRICE: £45 | DEVELOPER: DIGITAL ILLUSIONS | PUBLISHER: TDK | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 01462 456 780 | PLAYERS: 1

Bad Manners!

Like Abe, Shrek can gobble up onions which allow him to fart a huge green gas cloud. It's not just for cheap laughs (and how cheap). If you eat a chilli you can burp fire. If you burp into your fart it'll explode, damaging all that surrounds it. The fun never stops in *Shrek*. That's because it never actually starts...



▲ You go to fart school, where the man in the mirror tells you about farting. Hilarious.


EXCELLENT! AFTER YOU'VE EATEN A PEPPER, YOU CAN ALSO CREATE AN EXPLOSION BY PULLING AND HOLDING THE LEFT TRIGGER AND EXPELLING GAS WITH THE BLACK BUTTON.

▲ He'll then tell you how to combine the double boyhood antics of farting and burping. Clever.

REVIEWER: Dan Curley

Crack open a can of sweetcorn and **say hello** to the **Jolly Green Giant**! Then wave him a **long farewell.**

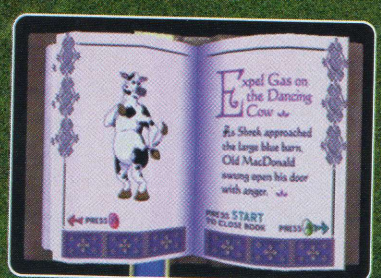
Shrek

It's cartoon platforming time again. Be Shrek and linger around lots of lovely looking levels that have been dragged screaming and kicking from the film.

And all eight of the levels look great, as you head towards Merlin's Dark Tower Fortress of Pure Evil to rescue Princess Fiona. It's just a shame that the controls and camera are so awkward, and make the relatively simple tasks in the game much more difficult than necessary.

It's even more disappointing that the lush levels consist of dull find-an-object and defeat-an-enemy tasks. And the secondary Race mode is the same as Story mode but against a clock. Very unimaginative.

There's no denying that, like the film, *Shrek* is great to look at, but unlike the movie, it's absolutely tedious to play.


Expel Gas on the Dancing Cow
As Shrek approached the large blue barn, Old MacDonald swung open his door with anger.
PRESS START TO CLOSE BOOK
PRESS

▲ The Book of Good Deeds gives you level objectives.

▲ You must move the camera *and* your character. Turd.

▲ Here you'll get to meet the infamous Humpty Dumpty and all his little children. If you can be bothered to get that far into the game, that is.

Judgement

GRAPHICS Pretty, but not anything a lesser machine couldn't handle. The night levels look fantastic.

GAMEPLAY It's that 'pretty' word again, but in the pretty dire context. An oily and messy play.

LIFESPAN It's a big game with lots of levels to play, but why the hell would you want to bother?

It's not a game for kids. Not because of its content, it's just not for anyone really. It would make for an upsetting purchase.

Overall 47%

REVIEWER

Geraint Evans

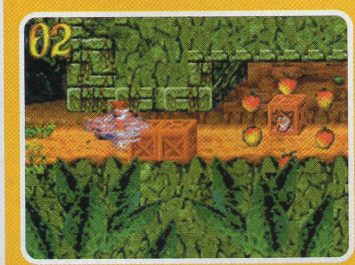
OUT: NOW | FORMAT: GBA | PRICE: £35 | DEVELOPER: TRAVELLER'S TALES | PUBLISHER: VIVENDI | SPECIAL FEATURES: LINK-UP | OTHER FORMATS: PS | CALL: 0118 020 9147 | PLAYERS: 1-4

Chase Me!

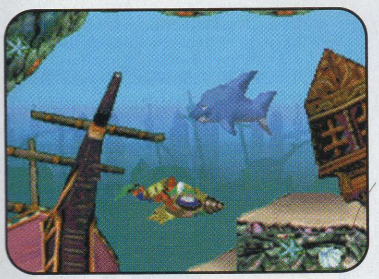
The 3D platforming levels from the PlayStation version are sorely lacking. But to make up for it, there are still these little beauties to get your thumbs around. What we can't figure out is, if they could manage 3D flying and chasing sections, why couldn't they throw in some 3D platforming levels too? Oh well.

▲ That's more like it! The classic chase sections return, where you have to dodge, weave and jump your way past loads of nasty obstacles.

▲ These blasting sections are ace, with Crash flying into the screen. It's just a shame they couldn't include more levels like this.



▲ Always ensure you seek out hidden rooms. You'll need to gain as many lives as possible early on to finish the latter stages.



▲ These swimming levels are tricky at first, but find this Speeder and things will be much easier. Make sure you avoid those sharks, though.

PlayStation's most **famous platforming mascot** finally **spins and crashes** his way onto GBA!

Crash Bandicoot X/S

Surprise, surprise it's another platformer. This time it's the turn of that crazy orange rat they call *Crash Bandicoot*.

And while it's not exactly going to win any awards for originality, it isn't actually half bad.

CRASH IS COOL

Fans of the PlayStation games will feel right at home with this. Okay so the 3D-style platforming levels have been taken out in favour of the grown up version's side-scrolling levels, but the important thing is that the developers have captured the feeling of *Crash* games perfectly.

Everything you'd expect is in place: the fruit-filled wooden boxes, Crash's spinning attack, the TNT crates and all the usual power-ups are there to be found.

Also, to break up the action, some classic chase sequences have been included (where you have to leg it from a giant beast on the back of a woodland creature), and there are some sections where you must get to grips with flying towards the horizon.

TESTS DUMMIES

So there you have it. Like we said, it's not exactly ground-breaking but it is fun, and you'll definitely want to keep playing until you beat it. Trouble is, we have a hard time recommending it over some of GBA's better platformers – mainly as it's a little bit too easy. Platforming veterans will get to the end inside a week's play.

Mario Advance 2 and *Sonic Advance* are both better than this because the level design is superior and the challenge is higher, but if you've already beaten those two games, this should probably be next on your list.

Softography

These guys have also made...

Sonic 3D	65%
Toy Story 2	72%
A Bug's Life	53%
Rascal	42%
Sonic 3D	84%
Crash: The Wrath of Cortex	69%

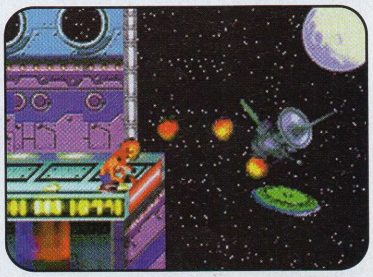
Crash Course!

If you've played any *Crash* games before, you'll know what to expect. All the usual moves and levels are here to make you feel at home.

The sliding skill is essential for squeezing yourself under gaps. It's also great for seeking extra power-ups.

The old monkey-bar skills are back too – mind you don't fall in all that green stuff though, or it'll be game over.

Witness the *Taz*-style attack in all its glory. You can use this or a normal bounce to bust crates and smack enemies.



The Best Bit

The flying and chasing sections of the game, as that's where most of the excitement and challenges are. It works great on the small screen.

Judgement

GRAPHICS Nothing special but they do the job. The 3D-style sections are actually pretty cool.

GAMEPLAY Run, jump, run, jump, jump some more – you get the idea. But it's still a lot of fun.

LIFESPAN It's pretty easy, and you probably won't play it that much once it's finished.

Damn fine platform action from an old hand. Seen off by *Mario* and *Sonic* but *Crash* fans'll relish seeing him back on top form.

Overall 83%

REVIEWER

Geraint Evans

OUT: NOW | FORMAT: GBA | PRICE: £35 | DEVELOPER: REVOLUTION | PUBLISHER: BAM! | SPECIAL FEATURES: NONE | OTHER FORMATS: PC, PS | CALL: 020 7428 7800 | PLAYERS: 1

Crafty Control!

The best thing about this version of *Broken Sword* is the new control system that makes solving puzzles and navigating areas much easier.

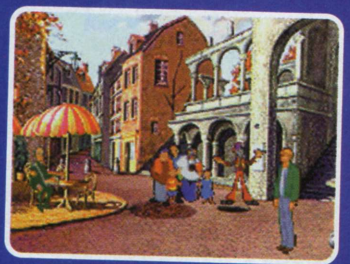
Rather than the old point 'n' click business of the PC and PSone versions, here you move George using the D-pad.

When you get close to important objects, an icon appears showing you what you are able to do in that area.

If you're stuck, use the shoulder buttons to highlight where the interactive areas are – very handy.

On Location!

The quality of the artwork in the backgrounds is fantastic throughout. And, despite GBA losing a bit of resolution compared to the older versions on different formats, it's still clear what's going on.



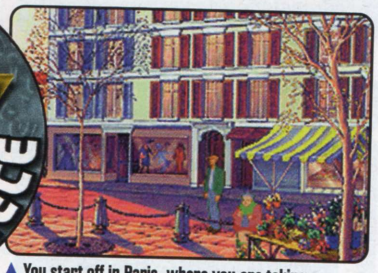
▲ The character animation in each area is great, giving the game oodles of atmosphere.

▲ Solving puzzles and opening new areas is a joy, as you never know where you'll be next.

Classic **point 'n' click action** makes its way to the **small screen** and it's one of the **best of its kind!**

Broken Sword

GAMING MASTERPIECE



▲ You start off in Paris, where you are taking a holiday. From now on you'll be playing detective.

With tons of mediocre platformers and action games flooding onto GBA, this feels like a breath of fresh air – mostly because it works so beautifully on the small screen.

Broken Sword is one of gaming's best loved point 'n' click adventures, enjoying huge success on PC and PlayStation. Now Revolution have crammed it all on a GBA cart.

SLEUTH

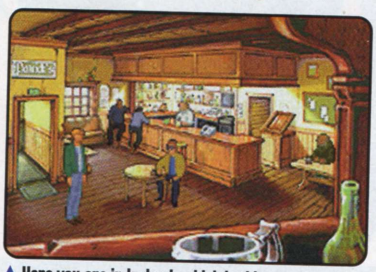
If you've never played *Broken Sword* before, here are the basics: taking control of American tourist George Stobbart, you must investigate a conspiracy that kicks off when you're almost killed in a bomb blast in Paris, caused by a bloke dressed as a clown. You have to wander through hundreds of locations around the world, asking the locals questions and solving logical puzzles.

RIPPING YARN

The best way to describe *Broken Sword* is as an interactive story. If you've played a point 'n' click adventure before, you'll know what we mean. The story is vital to how good the game is, and it's safe to say that you'll be totally addicted as you get deeper into this twisty-turny plot.

It's also helped by the fact that the graphics and animation are consistently brilliant. There are some gorgeous environments to explore, a superbly adapted control system for GBA (which makes the harder puzzles easy to cope with) and lastly, its fantastic sarcastic sense of humour has you chuckling to yourself at regular intervals.

If you're looking for something a bit different for your handheld, this could be what you need. Ace.

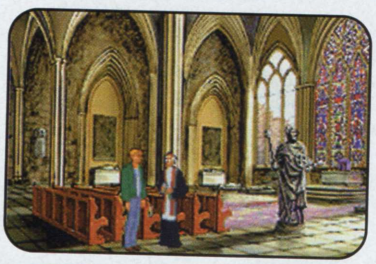


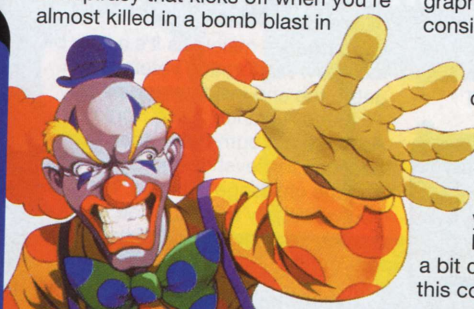
▲ Here you are in Ireland, which in this game consists of a castle, a haystack and a pub!

Softography

These guys have also made...

Broken Sword	71%
Broken Sword 2	73%
El Dorado	39%
In Cold Blood	32%





The Best Bit

Figuring out what you have to do next. With each puzzle you solve you get more info about the dastardly goings on, and new areas to explore.

Judgement

GRAPHICS How they crammed all that beauty into one small cart we'll never know. Marvellous.

GAMEPLAY A load of banter, a dollop of brain-tickling puzzles and bladder-weakening intrigue.

LIFESPAN It'll take a while to get to the end but, once you're done, you probably won't go back.

A fantastic change of pace for GBA that's well worth investing in if you fancy something a bit different from the usual stuff.

Overall 90%

OUT: NOW | FORMAT: XBOX | PRICE: £45 | DEVELOPER: NEVERSOFT | PUBLISHER: ACTIVISION | SPECIAL FEATURES: NONE | OTHER FORMATS: GBA, GC, PS, PS2 | CALL: 01753 756 100 | PLAYERS: 1

As if **boarding alone** wasn't **gnarly enough**, Xboxers are treated to some **extra radical Tony tricks!**

Tony Hawk's Pro Skater 3

This quirky screen's guaranteed to get you in the mood.

There are loads of training grounds – essential for *Tony* virgins.

Slope Off!

Skate or Die!

Tony takes skateboarding to surreal extremes. You never see molten steel-jumping on the telly.

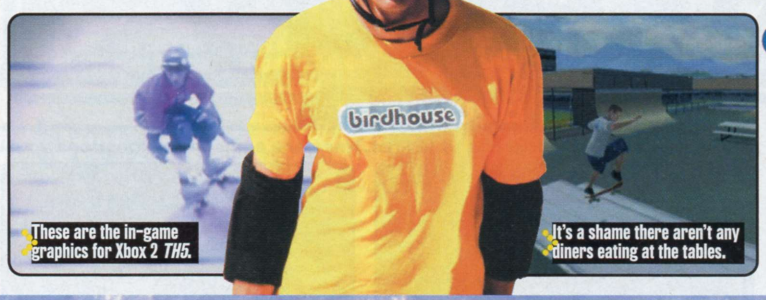
Tony's littered with lethal obstacles that are meant to be avoided. Molten steel, for example, is not a skater's best friend.

Argh! Unfortunately, you don't see that skater burn in agony, the game just snaps you out of the steel and back onto land.

Even though extreme sports are relatively new, Tony has had his face splattered on enough game covers to give Mario and Crash a run for their money.

If you've ever played a *Tony Hawk's* game (or seen a picture of one for that matter) you'll know what's on the cards. You skateboard around crazy areas performing stunts of mind-boggling bravery to rack up a bad ass score.

The bulk of the game's the same as the PS2 version, there's an extra oil rig level and a character to unlock – what a treat. An essential addition to your digital skateboarding endeavours, and a must-have for Xbox owners.



These are the in-game graphics for Xbox 2 *THS*.

It's a shame there aren't any diners eating at the tables.

GAMING MASTERPIECE

Judgement

GRAPHICS Clean, mean and jolly stylish. As you'd expect from Xbox, and a bit like Tony himself.

GAMEPLAY Magnificently responsive to the touch, it will leave you feeling all wiggly and hot.

LIFESPAN Multi-player joy, vast gameplay, in-depth controls and lots of levels to finish.

Another great Tony game to finish off your Xbox start-up collection. Don't buy it if you have the PS2 version, though.

Overall 94%

REVIEWER: Dan Curley

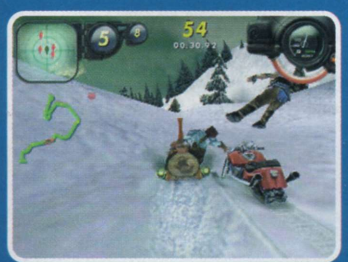
OUT: MARCH | FORMAT: XBOX | PRICE: £45 | DEVELOPER: MIDWAY | PUBLISHER: MIDWAY | SPECIAL FEATURES: NONE | OTHER FORMATS: PS2 | CALL: 0207 938 4488 | PLAYERS: 1-4

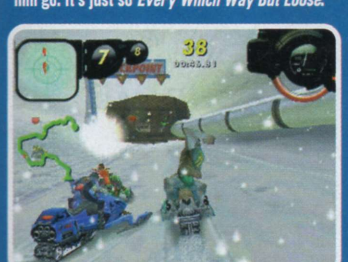
How d'ya make an **Arctic Thunder**? Push him down a hill. No, **that's got to be wrong** somewhere...

Arctic Thunder

Flailing Chimp!

Though it's very unlikely, you may find yourself without an appropriate weapon of mass destruction. But don't worry, wait till you're level with another rider and then punch him off track! It's best when your playing as the chimp, as that monkey has got one heck of a reach, and those hairy knuckles really sting.


Here's our banana-eating buddy – and look at him go. It's just so *Every Which Way But Loose*.


If your opponents don't slap you off your bike, there's plenty in the levels to trouble you.

This is one busy game. The concept is simple enough: it's *Combat Racer* on skidoos. But it's mental!

The tracks are littered with pick-ups, so there are always projectiles zipping past. Then there are the interactive tracks, which chuck everything – including the kitchen sink – at you. It's exhilarating stuff!

The different characters have their own strengths and weaknesses, but you will find that the messy gameplay makes it a very level playing field.

There's nothing wrong with the game's look, as the levels zip past you at lightning speed and there's no slow down – no matter how busy the screen is.

All the tracks have very predictable themes, from your straightforward winter wonderland to the haunted house segment – complete with giant spiders.

The problem with this is that, like the PS2 version, it's too loony and over the top for its own good. There's so much happening on-screen as you play that you forget about the game itself. You hardly care what position you're in, and you're so busy trying to smack the rider next to you that you forget to steer. But this doesn't even matter, as you just bounce of the sides and stay on the track, so what's the point? It ends up being a game you hardly have to play – it's more like a daft roller coaster ride.

It's great fun and guaranteed to raise a multi-player chuckle, but it's too mental to really enjoy in any depth. If only they could have laid off the special effects for just a second...

Judgement

GRAPHICS Great. For the amount of stuff happening on screen, there's hardly any slowdown.

GAMEPLAY As sophisticated as jelly and ice cream. Just hold accelerate and mash the joypad.

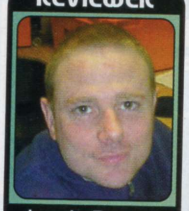
LIFESPAN Fun to be squeezed from the multi-player bits, but you'll tire of the bangs and whistles.

Looks like a post-apocalyptic *Mario Kart*, but lacks any of the craft and subtleties of gameplay of the kart racer.

Overall 57%

REVIEWER: Dave Harrison

REVIEWER



Jonnie Bryant

OUT: NOW FORMAT: PS2 PRICE: £40 DEVELOPER: CORE DESIGN PUBLISHER: EIDOS SPECIAL FEATURES: NONE OTHER FORMATS: NONE 0208 636 3000 RS: 1

Plotted History!

Evil wizard Sadorf has drugged Herdy's dad – the only man that can out-shepherd him. Beat him in the annual tournament to ensure the island's power source doesn't fall into his hands.

▲ Say hello to Herdy, the little boy you play as, and an all round good scout when it comes to doing the right thing. Good lad.

▲ Yggdrasil – he's the creature that protects the forest from evil and introduces the wee boy Gerdy to the art of herding. Your mentor.

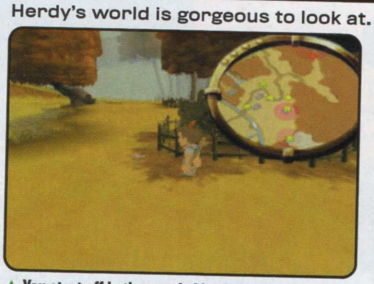
▲ Gypsies – these wise old dears help you get between the different levels. Chat to them and they'll open the quickest path to Sadorf.

It's **one boy and his Bleep** as Core bring **herding** to PS2. **Come by...!**

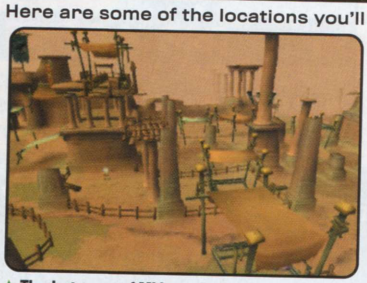
Herdy Gerdy

Flocking Beautiful!

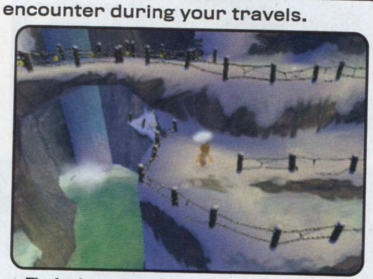
Herdy's world is gorgeous to look at. Here are some of the locations you'll encounter during your travels.



▲ You start off in the wooded lowlands, where Herdy's house is situated on the valley floor.



▲ The dusty area of Midmere has an Arabic feel to it, with its awnings and red stone buildings.



▲ The further north you go, the colder it gets. The mountain pass eases you into a world of snow.

There's a lot to like about the young *Gerder*.

First up, Core show they're not afraid to try something new, as they've mixed classic platforming with what can best be described as a 3D form of *Lemmings*. It's a bold and fresh move that sees you out to beat your father's evil rival (who's poisoned him) in this year's herding competition.

Softography

These guys have also made...

Tomb Raider Chronicles	87%
Tomb Raider: The Last Revelation	87%
Tomb Raider 3	93%
Tomb Raider 2	92%
Tomb Raider	95%
Project Eden	84%

CHARTED

Then, there's an open, non-linear structure that rewards you with items to unlock levels. Take the mountain pass. The link between it and the next area, the Twilight Mountains, is via a ladder Herdy can only climb using a feather picked up elsewhere. This leads to quite a bit of backtracking, but when you have a natty map screen to help you on your way, it's not too problematic.

UNIQUE LOOKS

The way this game looks is certainly something to get excited about too. It looks incredibly attractive, full of hand-painted colours like a faded Disney classic. True, Herdy and co lose a little definition as a result, but that's okay. The subtle colours really do convey the idea that you're entering a different world, a magical

Shepherd's Die!

Although you never really die during the game, you'll find plenty of things that will get in your way and slow down your progress. In some cases, dying would be preferable!

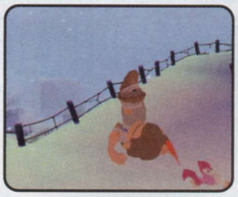
▲ Herding Grimps is a terrifying experience, as they pack around you waiting for the moment you stop playing your flute.

▲ If Gromps catch you, they'll punch you over to a distant part of the level. Pen them in before you do anything else.

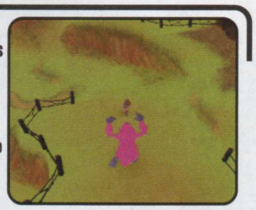
▲ Until Herdy manages to get the special diving suit, all water deeper than his ankles will leave him flailing and gasping to get out.

Crooked Pile!

Various items turn up to assist Herdy in performing tasks. This herding stick is an early tool that helps gather Doops.



Herdy's special boots allow him to jump a great deal higher and access previously unreachable levels.



The horn annoys Gromps and makes them chase you. This is essential if the big oafs get too close to your innocent herd.

The feather in Herdy's hair lets him climb ladders. Again it's a device that will open up previously inaccessible areas. Cool.

A Sprinkling of Animal Magic!

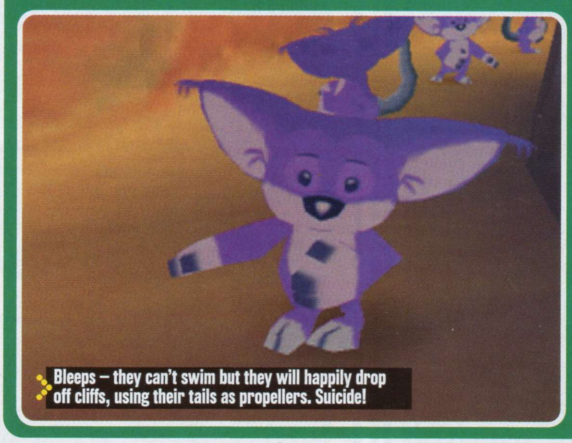
The name of the game is herding, and although this lot may sound like the cast of a Dr Seus book, you've still got to learn the characteristics of all eight species if you're to succeed in getting them where you want them.

▲ Gromps are bullies. They eat or crush almost every other species.

▲ Grimps – almost as nasty as Gromps. Play your flute or they'll shred you.

▼ Doops – the most common animals. Dim but they love that herding stick.

▼ Antz – either brown or red. Find their drummer to get them to march.



Bleeps – they can't swim but they will happily drop off cliffs, using their tails as propellers. Suicide!

Honks – happy in water, they love the flute. You need to hatch their young.

place where even the ambient life is stunning. Fish hop in the streams, butterflies flit past, fluffy bits of pollen float about. If only it wasn't all viewed through a shaky camera.

CAMERA, TRACTION!

The half-cut wedding camcorder switches and jitters about at crucial times, ensuring that – at best – you fall off a ledge or, at worst, you run head-first into a nasty that's chasing you. It's not a weakness that will totally ruin your enjoyment, but it puts a bison-sized dent in the compulsive and enjoyable business of herding.

... The AI of all the creatures Herdy shepherds is smart, and you get a sense of constant battling with animal instincts...

The AI of all the creatures Herdy shepherds is pinstripe smart, and you get a sense of constantly battling with animal instincts. Case in point, the Doops: they're the most common animals on the island and they're also the most trouble. Split a group either side of an obstacle and you'll be back peddling for days, spitting bile with every retraced step. And that's before you're forced to do it against the clock! It's a head-churning organisational nightmare, but the reward of seeing a level clear of scattered animals is remarkably satisfying. If only Core had put some more effort into the camera mechanics, this might have made it to a sequel.

▲ Bells. Loads of 'em. Collect 100 to get a big one like this that can be traded for developer secrets.

As it is though, *Herdy Gerdy* is unlikely to make enough sales to warrant a second outing, denying the coders a chance to improve upon a flawed, but ultimately a unique and compulsive, title.

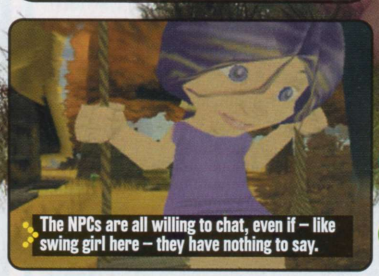
Factpack

The stuff you need to know...

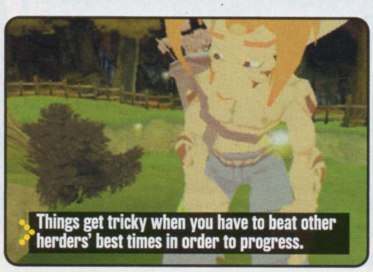
Environments	35
Different species	8
Herding tools	8
Bells for secrets	100

The Best Bit

Being cocky enough to herd and pen two types of creature at once.



The NPCs are all willing to chat, even if – like swing girl here – they have nothing to say.



Things get tricky when you have to beat other herders' best times in order to progress.

Judgement

GRAPHICS Detailed, lush and dripping with difference, although they can seem washed out.

GAMEPLAY Addictive herding made frustrating by a camera like one from *You've Been Framed!*

LIFESPAN Unlocking levels isn't too hard. But go for every bell and you'll be at it for weeks.

Commend it for trying new styles of both gameplay and looks, but pen it with the seventy-odds due to shocking camera work.

Overall 73%

HANDHELD HEAVEN

The very latest Game Boy Color **and Advance** games gathered together in one **red hot** section! Only in **GamesMaster!**

DEVELOPER: VIRTUACRAFT PUBLISHER: THQ PLAYERS: 1-4

F-14 Tomcat

Flight sims are normally the preserve of PC boffins, requiring dozens of buttons and displaying reams of data.

And while *F-14 Tomcat* is a brave attempt at bringing a cut-down arcadey flight sim to GBA, we're sad to report that it's no air ace.

The main cockpit display looks the part, with the horizon zooming around convincingly as you bank and climb. But as the missions are sea-based, the scenery is pretty dreary.

Most buttons have several functions, depending on the combination they're held in. So, while the D-pad is used to climb, dive and bank, combined with the B button it also adjusts your throttle and cycles through your weapons. In the heat of battle, it's all too easy to waste precious missiles when you really wanted the cannon.

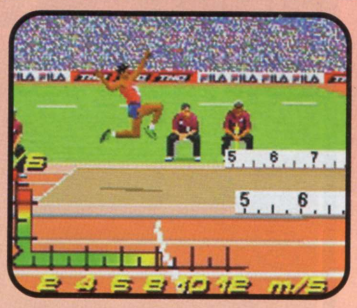
▶ Bandits at 9 o'clock! Jolly good, that gives us half-an-hour to have a cup of tea, then.

All the battles take place at sea. Bit of programmer laziness, we reckon.

Nice try for a flight sim, but let down by fiddly controls. **65%**

DEVELOPER: ATHLETIC DESIGNS PUBLISHER: THQ PLAYERS: 1-2

Fila Decathlon



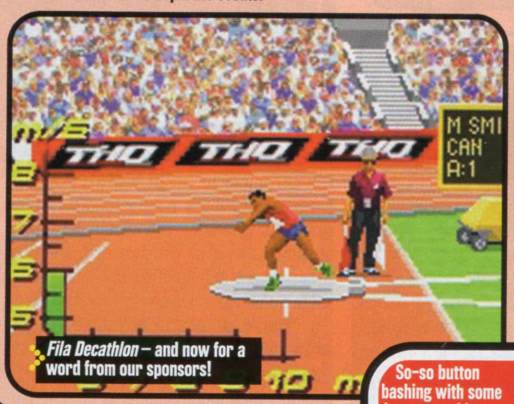
▲ Be the best over 10 separate events.

***Fila Decathlon* puts you in the sponsored tracksuit of the decathlete, competing over 10 events, with gold going to the man with the best overall.**

The digitised athletes look great but, as with many sports sims, this is a real button-basher, and you must alternate between A and B like mad to run, using the occasional jab of Up to perform jumps and the like.

As any armchair athlete knows, the best way to do this is to rub one finger quickly between the two buttons, as in the classic *Int'l Track & Field* series – with which it has lots in common.

So it's nothing new but it's competent and fairly enjoyable.



Fila Decathlon – and now for a word from our sponsors!

So-so button bashing with some decent graphics. **68%**

DEVELOPER: VISUAL IMPACT PRODUCTIONS PUBLISHER: THQ PLAYERS: 1

Moto GP

Don your leathers, slap on a helmet and take to two wheels.

As in all racers, you start from the back – unless you complete a qualifying lap in Grand Prix mode – and a suitably rock 'n' roll soundtrack accompanies your racing. Thing is, it's all a bit easy. Once you've got the hang of it, you'll find yourself in pole position by the end of the first lap. By the end of the second you'll be lapping the laggers. It's just a case of learning when the sharp corners are and easing off the throttle.

Still, it looks great – with the track rising and falling as you go over hills – and the scenery shifts by at a convincing pace. Beat the track record in a tournament or Grand Prix and you can race on it at any time. You can unlock bikers too, which gives fans something to come back for.

There's nothing quite like a big, throbbing machine between your legs.

▲ Twist the throttle and off you go. Right to the front of the pack.

Competent bike sim, but not a very challenging racer. **75%**

DEVELOPER: UBI SOFT PUBLISHER: UBI SOFT PLAYERS: 1-4

Rainbow Six: Rogue Spear

Based on the Tom Clancy novel, this is one tough little shooter.

As commander of an elite squad of anti-terrorist special forces, it's your job to rescue hostages, neutralise the enemy and keep your trusty, highly skilled men alive.

Stealth is the name of the game here. If you try running in all guns blazing, you'll find your entire squad soon pushing up daisies from six feet under. It's all about lurking in shadows, sneaking up on the enemy and putting a bullet in their bonce before they even know you're there, so this is a very strategic shooter. Don't expect to find fast-paced, adrenaline-pumping action here – you definitely have to ask questions first, pull the trigger later.

▲ This is your mission, should you choose to accept it... And you do, don't you?

You have a squad of men at your disposal so it doesn't matter if a couple get killed.

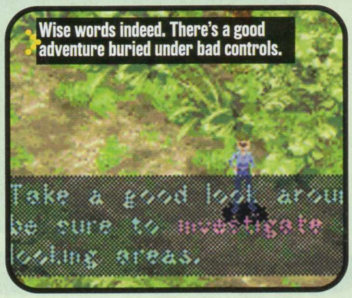
Captures the 3D PC shooter on GBA's screen. **85%**

REVIEWER: Adam Waring

DEVELOPER: MOBILE 21 PUBLISHER: KONAMI PLAYERS: 1

Jurassic Park 3: Dino Attack

It's a good thing dinosaurs are extinct, or you'd be risking life and limb every time you went out for a loaf. And they're very much alive in this latest *JP3* spin-off.



Wise words indeed. There's a good adventure buried under bad controls.

Getting from the crash site of your downed plane to a place you can be rescued without ending up as some T-Rex's lunch is darned tough, and it's not helped by the rage-inducing control system. When running about, the D-pad controls your direction as normal, but whip out your gun and you switch to a rotational method of aiming.

Forgive the clumsy controls and there's a neat adventure with some challenging puzzles. Loads of different strategies are required to outsmart the different dinos and there's bags of *JP3* atmosphere.

Eeek! It's a big dinosaur. Best run for it, then.

▼It's wouldn't be so bad had the island been overrun by gerbils instead of man-eating dinos.

Beyond the mad control system it's an enjoyable romp.

72%

DEVELOPER: KONAMI PUBLISHER: KONAMI PLAYERS: 1-2

ESPN Bass Tournament

Depending on your outlook, fishing is either the dullest sport on earth or the perfect way to while away a lazy Sunday afternoon.

There are a selection of lures to choose from – depending on the type of fish you're pitting your wits against – and a number of playing modes, but for the most part the gameplay is rather simple.

Choose a lure, cast off, reel in the line and repeat until you get a bite. When you do, reel in *carefully*, ensuring the line is taut enough so that your prey doesn't escape, but not so strained that the line snaps. And that, pretty much, is it. This simulates the boredom of hour upon hour spent perched on the side of the riverbank pretty well.

We almost caught one like this earlier. Only bigger. It was a real whopper. Honest.

▲Cast off, and wait for a bite. Then reel him in, gut him and have him for your tea with chips!

A bit of a tiddler rather than catch of the day.

64%

DEVELOPER: KONAMI PUBLISHER: KONAMI PLAYERS: 1-4

ESPN International Winter Sports

Another sports sim, another button basher? Well actually, no.

International Winter Sports bravely forgoes the traditional finger-crippling control system in all but one of its 10 events. The others require a much more rewarding blend of skill and timing. Our favourite is the ice dance. Pop on a tune and press the required buttons – *Parappa the Rappa*-style – to dance along in time with the music.

The biggest problem is it's so damned hard, or perhaps it's the computer competitors who are just too damned good. Either way, you'll find yourself languishing at the bottom of the table time and time again, without a glint of gold in sight. Entering the Olympics yourself for real would be easier…

Snowboarding is all about looking dope on the slope. Rad, dude.

▲Dancing on ice is a surprisingly engaging affair. Copy the routine right and you'll win gold. Fall on your arse and you'll feel cold.

Varied, but harder than being in the Olympics.

78%

DEVELOPER: MAJESCO PUBLISHER: THQ PLAYERS: 1

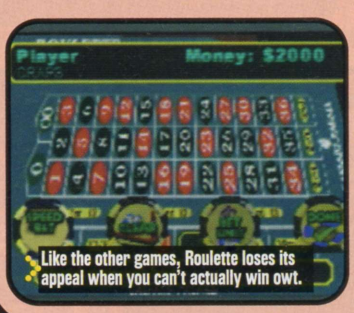
Caesar's Palace Advance: Millennium Gold Edition

Take the prospect of winning some money away from gambling and it becomes a dreary experience, as *Caesar's Palace* goes to prove.

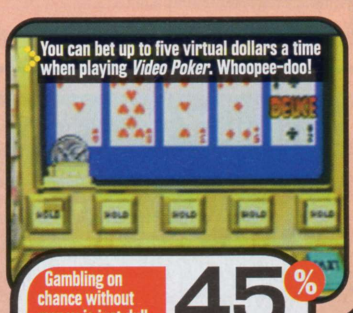
You have four game areas in which to lose your virtual cash: Blackjack – the famous card game where you have to score near 21 without going bust; table games such as Roulette and the amusingly named Craps; then there are slot machines and videogames, with *Video Keno* and *Video Poker*.

The thing is, it's as hard to feel excitement at winning as it is to feel disappointment when you lose. Especially when you're given an initial kitty of $2000 and can place bets from as little as a dollar a time.

It's Craps in more ways than one. There are lots of games to gamble on.



Like the other games, Roulette loses its appeal when you can't actually win owt.


You can bet up to five virtual dollars a time when playing *Video Poker*. Whoopee-doo!

Gambling on chance without money is just dull.

45%

PC

OUT: NOW

FORMAT: PC
PRICE: £30

DEVELOPER: SEGA
PUBLISHER: EMPIRE

REVIEWER: Dave Harrison

It's the same set of challenges as the DC version, with the World Tour being the one-player highlight.

Virtua Tennis

Will a **Sega classic** mixed with a PC make a **perfect love-match?**

This PC version is a port of the original *Virtua Tennis* that tries to retain the dainty animation, heavenly gameplay and elusive addictive quality that every game strives for.

Few attain it though, and the DC version was much better. Here there are a few patches on the courts and some decidedly scruffy texturing. Another drawback is that it's much trickier to organise a four-player match. You have to link two PCs rather than just plug in four joypads.

For those who've never played the DC version, guess what! It's a tennis game that mixes a beautifully simple control system and arcadey gameplay with sim-style graphics. It makes contenders like *Smash Court* look shabby.

This is still great and will make a nice change of pace if you've been playing *Medal of Honor*. It's just not as great as it was on DC.

They could have spruced up the players looks though – they've still got dodgy teeth.

Judgement

GRAPHICS Not as smooth as the Dreamcast version. It all seems a bit raggedy and washed out.

GAMEPLAY Get yourself a decent PC pad and you'll love it. Or buy a DC – it's probably as cheap.

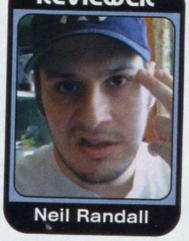
LIFESPAN Once you've sussed how to get a four-player game, it's got years of fun to offer.

Not a perfect port by any means, but only a complete butchering of the original could stop this from being enjoyable.

Overall 80%

Dreamcast

REVIEWER



Neil Randall

OUT: NOW

FORMAT: DC
PRICE: £30

DEVELOPER: UBI SOFT
PUBLISHER: UBI SOFT

If **this is Dreamcast's last** game, can we have **a refund please?**

Dragon Riders: Chronicles of Pern

In its final days, DC has seen some cracking games, like *Virtua Tennis 2*, *Crazy Taxi 2* and *Headhunter*. But what's our finale? A joke of a game, that's what.

You'd think Anne McCaffrey's *Pern* novels would make for a good fantasy romp, but this digital version is anything but. Taking the role of D'kor and his dragon Zenth, the adventure is dull, duller and dullest.

Softography

These guys have also made...

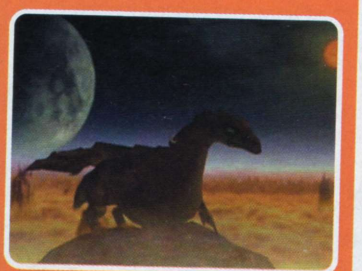
Rogue Spear GBA	N/A
Rayman Advance	86%
Rayman 2: The Great Escape	90%
Rayman M	52%

CRAPTACULAR

It's tough knowing what to criticise first, so let's start with the load times: they're v e r y l o n g. Then there's the voice acting. It makes Jamie Oliver in the Sainsbury's ads look like Laurence Olivier. Next up, graphics: this is early DC territory, looking like *Nomad Soul*. Up against the likes of *PSO*, it looks horrifically dated. The battle system is slow, crude and devoid of sound effects or blood, making it hard to gauge whether you've even hit your opponent. And as for the camera – well, you can

Swindlers!

Some gamers might be tempted to suffer the tedium of ground exploration for the reward of getting to pilot their dragon in some immense aerial battles. Guess again. You *do* ride Zenth, but only as an unskippable cutscene when travelling between locations. How's that for a right royal rip-off, then?



Looks pretty? Shame you can only watch. Time and time again... until you're sick of it.

The Best Bit

The opening movie. Sorry, but it is. Of course, that's a massive insult, but then so's *Dragon Riders*.

PREVIOUSLY IN Games Master

Missed a copy of GM and are thirsting for game scores? Want to know if a game is mup or magic? Here's where we group together the scores from the last few issues for your at a glance perusing! Inside the GM records bunker we pump our tilly lamps, adjust our horn-rimmed goggles, haul open the bronze and ebony blast doors and retrieve the lot just for you!

HITS THE ONES WE THINK ARE TOP OVER 90%

PITS THE ONES THAT SHOULD BE SHOT UNDER 50%

HALO	(XBOX)	96%
METAL GEAR SOLID 2	(PS2)	96%
VIRTUA FIGHTER 4	(PS2)	92%
FINAL FANTASY 6	(PS)	90%
DEAD OR ALIVE 3	(XBOX)	90%
GOLDEN SUN	(GBA)	90%
JET SET RADIO FUTURE	(XBOX)	87%
PHANTASY STAR ONLINE VER. 2	(DC)	86%
ICO	(PS2)	85%
MAXIMO: GHOSTS TO GLORY	(PS2)	85%
POLICE 24/7	(PS2)	80%

CANNON SPIKE	(DC)	74%
SPACE CHANNEL 5	(PS2)	72%
DRAKAN	(PS2)	70%
ESPN INT'L WINTER SPORTS '02	(PS2)	64%
ESPN XGAMES SNOWBOARDING	(PS2)	62%
JONNY MOSELEY MAD TRIX	(PS2)	62%
SPACE RACE	(PS2)	60%
C&C: RENEGADE	(PC)	53%
SALT LAKE 2002	(PS2)	52%
STAR WARS: OBI-WAN	(XBOX)	47%
RESI EVIL SURVIVOR 2	(PS2)	42%

SPECIAL FEATURES: VMS
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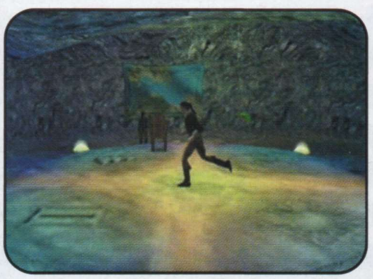
▲ Most of the speech that takes place between characters is as rivetting as this. Expect deep conversations that dragon and on. (Sic!)

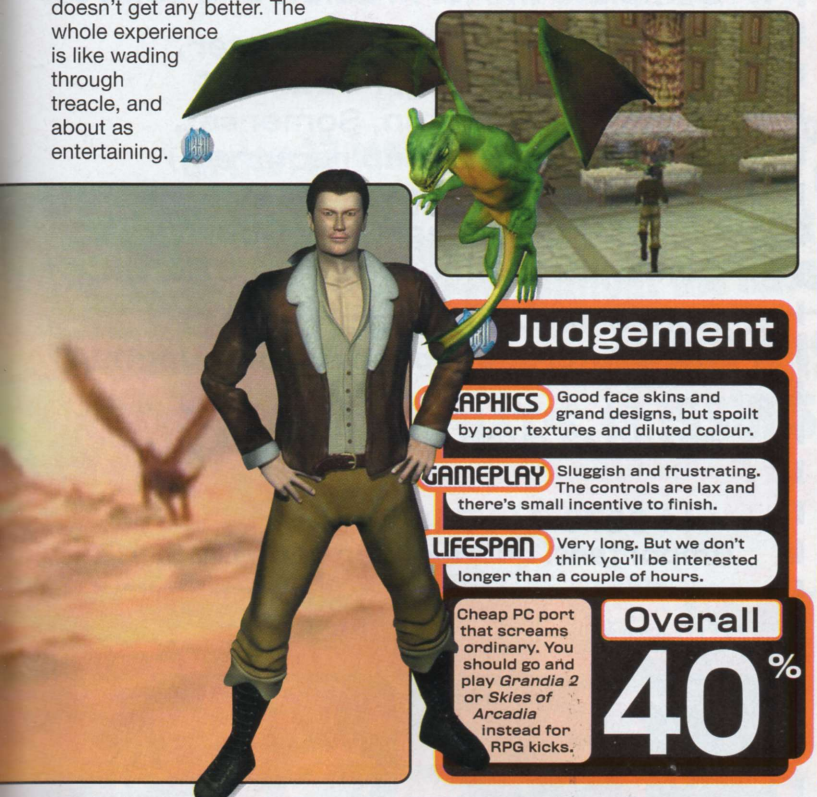


▲ A large part of the adventure is spent examining sparse or empty caves. It does get better, but the initial chapters are enough to put you off for good.

actually walk off-screen and it won't follow, making it a guessing game as to where you are. Disgraceful.

But the biggest let down is the action – or rather lack of it. You'll spend the first hour or five carrying out the most mundane of tasks: find the brush, learn to write, help Emmara finish her tapestry. And it doesn't get any better. The whole experience is like wading through treacle, and about as entertaining.

... The battle system is slow, crude and devoid of sound effects or blood. Disgraceful...



Judgement

GRAPHICS Good face skins and grand designs, but spoilt by poor textures and diluted colour.

GAMEPLAY Sluggish and frustrating. The controls are lax and there's small incentive to finish.

LIFESPAN Very long. But we don't think you'll be interested longer than a couple of hours.

Cheap PC port that screams ordinary. You should go and play *Grandia 2* or *Skies of Arcadia* instead for RPG kicks.

Overall 40%

And if we've missed anything here's our...

Reviews Round-up

TIMESPLITTERS 81%

Period-hopping shoot-'em-up. It ain't the subtle, stealthy type – it's more an in-yer-face bullet banquet. Okay in one-player, it excels with friends.

FORMAT: PS2 BY: EIDOS PRICE: £20

TIME CRISIS: PROJECT TITAN 64%

Lightgun-on-rails game also going cheap. This is as good as lightgun games get on PS, which doesn't say much. Competent but easy and over too soon.

FORMAT: PS BY: NAMCO PRICE: £20

C-12: FINAL RESISTANCE 68%

Like a sci-fi *Syphon Filter*, this is playable and peppered with neat touches, but too scruffy and predictable to really get excited about. Very unremarkable.

FORMAT: PS BY: SONY PRICE: £20

ALFRED CHICKEN 16%

Old-skool platformer that's as pants now as it was when it failed to light up the Amiga and SNES way back. He's a chicken, he's red, he jumps – he's crap.

FORMAT: PS BY: SONY PRICE: £20

IRON ACES 2: BIRDS OF PREY 34%

Illustrates everything bad about flight-sims. Stutter through barren skies taking pot shots at tiny specs in the distance. As much fun as doing homework.

FORMAT: PS2 BY: KICO PRICE: £40

WESTLIFE: FAN-O-MANIA 10%

Not content with tainting the pop charts, Westlife spread their brand of bland evil to PS with this interactive pop quiz. Worse than *Uptown Girl* on repeat.

FORMAT: PS BY: TDK PRICE: £40

GRAN TURISMO 3 95%

The best game in PS2's new platinum range, this classic racer is rammed with great looking cars and tough challenges. Will take months to complete.

FORMAT: PS2 BY: sony PRICE: £20

FREESTYLE SCOOTER 58%

Based on the sturdy *Grind Session*, this extreme fold-up scooter is playable but far too gimmicky for anyone to give it any serious consideration.

FORMAT: DC BY: UBI SOFT PRICE: £20

HITMAN: CODENAME 47 70%

Great graphics, good concept and gratuitous violence, but a niggly camera and dodgy level design let down this third-person shooter. Could have been more.

FORMAT: PC BY: PREMIER RANGE PRICE: £13

WORMS 2 87%

A fiver for an all time classic. A fiver! It may be four years old but nothing creates multi-player rage quite as well as *Worms*. Simple, addictive and deadly.

FORMAT: PC BY: SOLD OUT PRICE: £5

USA RACER 24%

Overwhelmingly benign driving game that fails to provide any arcade thrills or simulation perks. It's a total waste of a CD and should be avoided at all costs.

FORMAT: PC BY: DAVILEX PRICE: 13

SKY SPORTS MANAGER 52%

Potentially brilliant online management sim, undermined by naff gameplay and confusing info. We'll just have to wait for *Champ Manager 4*.

FORMAT: PC BY: NI SPORTS PRICE: £25

ADVANCE WARS	(GBA)	95%
MOH: ALLIED ASSAULT	(PC)	95%
SUPER MARIO ADVANCE 2	(GBA)	95%
SONIC ADVANCE	(GBA)	92%
WIPEOUT FUSION	(PS2)	91%
BATTLE REALMS	(PC)	88%
MAX PAYNE	(PS2)	88%
MONSTERS, INC.	(PS2)	88%
HEADHUNTER	(PS2)	87%
SONIC ADVENTURE 2: BATTLE	(GC)	87%
NBA 2K2	(DC)	86%
MOTO GP 2	(PS2)	85%
SERIOUS SAM 2	(PC)	85%
ACE COMBAT 4	(PS)	84%
PARAPPA THE RAPPER 2	(PS2)	82%
JACKIE CHAN ADVENTURES	(GBA)	75%
GRAN TURISMO CONCEPT	(PS2)	73%
LEGENDS OF WRESTLING	(PS2)	73%
MEGA MAN X6	(PS)	70%
ECCO THE DOLPHIN	(PS2)	68%
UEFA SEASON 2001/2002	(PS2)	62%
CENTRE COURT: HARD HITTER	(PS2)	60%

HALO	(XBOX)	96%
METAL GEAR SOLID 2	(PS2)	96%
RETURN TO CASTLE WOLFENSTEIN	(PC)	94%
SUPER SMASH BROS. MELEE	(GC)	94%
CIVILIZATION 3	(PC)	92%
PROJECT GOTHAM RACING	(XBOX)	90%
JAK AND DAXTER	(PS2)	87%
STAR WARS: ROGUE LEADER	(GC)	87%
THE SIMS: HOT DATE	(PC)	86%
ODDWORLD: MUNCH'S ODDYSEE	(XBOX)	85%
ALIENS VERSUS PREDATOR 2	(PC)	81%
TONY HAWK'S PRO SKATER 3	(PS)	81%
AMPED: SNOWBOARDING	(XBOX)	80%
BALDUR'S GATE: DARK ALLIANCE	(PS2)	80%
SW: GALACTIC BATTLEGROUNDS	(PC)	80%
TOM CLANCY'S GHOST RECON	(PC)	75%
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WWTBAM? SECOND EDITION	(PS2)	30%

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HARD WAR

Xbox is here! So we've a **new wave of peripherals** vying for our attention. Lots of green doing the rounds. But **we haven't forgotten** our other fave consoles. **Let's have a third party!**

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HEAD TO HEAD

ADRENALIN PAD

It's a different shape to most Xbox pads we've seen, notably the official one. The way it's slightly curved helps those with petite hands to reach some of the top buttons, though beware of nudging others on your way. It's also got built-in rumble, but it's rather feeble – so much so, a butterfly flapping its wings in your hand feels stronger. Probably.

From: Saitek
Contact: 01454 451 900
Price: £19.99

85%

ADVANCED CONTROLLER

This pad sticks closely to the original's design, so it's huge. It fits snugly into your hands, though, and is pretty responsive, with a good rumble effect and simultaneous (if unnecessary) flashing green button to put Saitek's quiver to shame. We've doubts about the position of the buttons though. Beware hitting others as you reach over.

From: Joytech
Contact: 01753 496 700
Price: £19.99

80%

VERDICT:

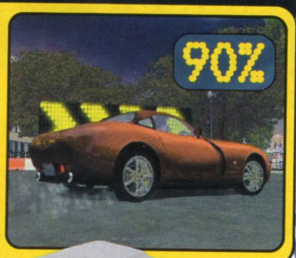
Both pads would save you a few pounds on the official one (priced at £22.99) and, in the case of the Saitek pad, for those slight of hand, it makes those hard-to-reach buttons, erm, easier to reach. We found some buttons on the Joytech one to be more difficult to reach than on the official pad, so Saitek's Adrenalin number takes it!

ON TEST

360 MODENA RACING WHEEL

Thrustmaster's wheels are usually quality, and this vibrating model with pedals is no exception. It's licensed from Ferrari and – playing *Project Gotham* – responsive steering and precise pedal action meant we had great fun chucking it round hairpins. Looks a bit plain, though.

From: Thrustmaster
Contact: 020 8665 1881
Price: £44.99



MULTITAP

We all know what this little gadgie does – plug it into a controller port and it lets you insert up to four joypads for four-player fun. So far so good, then. It also comes in a range of colours in an iMac kind of style to keep it looking cutting edge, but now that PSone is a bit old-hat, it's price could be more competitive. You can pick up an official one for that.

From: Joytech
Contact: 01753 496 700
Price: £17.99

62%

DVD REGION FREE

Watch top films on your PS2 before they're released in GB. This lets you play DVDs from any region, and is both PAL and NTSC compatible. It's competitively priced, and doesn't need a memory card, unlike the Datel version. Winner.

From: Blaze
Contact: 01302 325 225
Price: £19.99

88%

FREESTYLER BOARD

This would be cool if it truly let you hone your boarding skills while playing games, but it doesn't quite manage it. The board has tilt sensors but each tilt brings on a jerky reaction where you want smoothness, and the one-handed controller puts many buttons out of reach and doesn't fit snugly into your palms. At this price, why bother?

From: Thrustmaster
Contact: 020 8665 1881
Price: £69.99

35%

STRIKE FORCE 3D

This sturdy joystick features Force Feedback technology that shakes if you collide with something or take a hit from a missile. However, it's ridiculously expensive and, in any case, you can pick something up with the more advanced Immersion feedback for a few quid more.

From: Logitech
Contact: 0207 309 0127
Price: £69.99

65%

PS2 PRO STICK

Superfluous but smart is our verdict on this big, chunky arcade stick. The huge analogue stick is responsive and doesn't need much thrashing around, it's stable on your table, and your right hand can rest comfortably near your combo buttons. This really does make you feel like you're in the arcades, which is great. And it's programmable to boot.

From: Logic 3
Contact: 0208 902 4422
Price: £19.99

75%

ILLUMINATOR PRO

Using Flouresevision™ technology (erm, that's a flouresecent light), this promises to illuminate your screen effectively and without glare, while the magnifier does its thang without distortion. And it works well. It clips on snugly and uses its own two AA batteries, so it won't drain your GBA. It's a bit weighty, but who cares when it's this efficent and well priced?

From: Joytech
Contact: 01753 496 700
Price: £9.99

85%

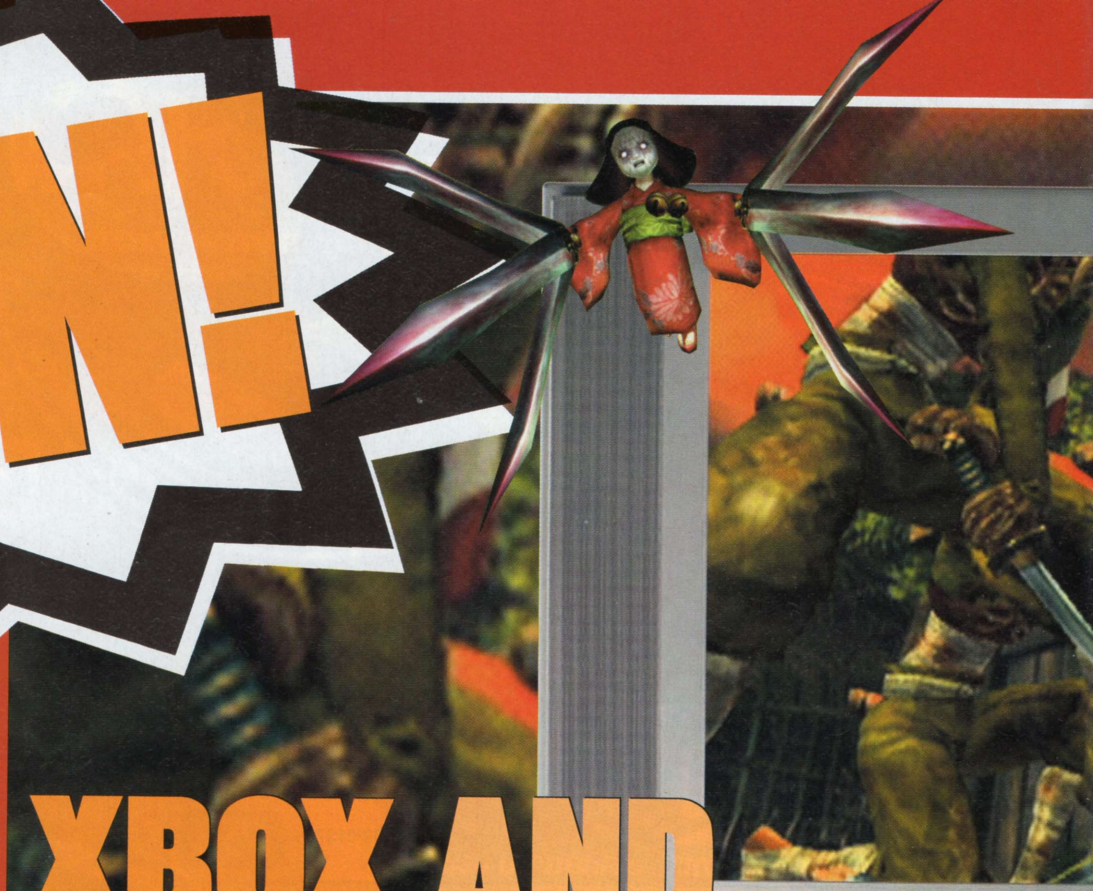
ADRENALIN WHEEL

This dinky, sleek model is very responsive, with easy-to-reach coloured buttons, and acceleration and brake triggers (look out for a wheel with pedals shortly). Great price too, but its rumble left a lot to be desired.

From: Saitek
Contact: 01454 451 900
Price: £34.99

80%

WIN!



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Winning an Xbox would be great, but this month we're giving you the chance to get your hands on a 32" television as well!

Thanks to Capcom, makers of brilliant slash-'em-up *Genma Onimusha*, you could win the ultimate Xbox telly, capable of coping with Xbox's Dolby Digital 5.1 surround sound trickery.

This 32" Toshiba beast will help you get the most out of your 'Box. Not only has it got Dolby Digital 5.1 and Dolby Pro-Logic surround sound, it also has five speakers and a sub woofer, so you don't have to fiddle about with settings on an amp. Bonus! Just stick *Genma Onimusha* in your Xbox and get slashing in surround sound. Whoosh!

In addition to the telly, an Xbox and a copy of *Genma Onimusha*, the winner gets an Official Xbox DVD remoter controller, so you can also watch your fave films. And Capcom have thrown in three copies of the game for runners up!

So, answer the question below, fill in the form, slap it in an envelope and get it all over to us by 17 April. Good luck!

Who is the main hero in *Genma Onimusha*?

a) Samanosuke
b) Serious Sam
c) Geoff Capes

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XBOX AND HUGE TELLY! THE SIZE OF WALES*

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PHANTASY STAR ONLINE VER 2.0

Apart from Dreamcast, what other console will *Phantasy Star Online Ver 2.0* be on?

a) GameCube
b) PS2
c) Xbox

WIN!

5 COPIES TO BE WON

MAXIMO

In the game, who raises *Maximo* from the dead?

a) The Grim Reaper
b) The Dim Reaper
b) The Grim Leaper

WIN!

5 COPIES TO BE WON

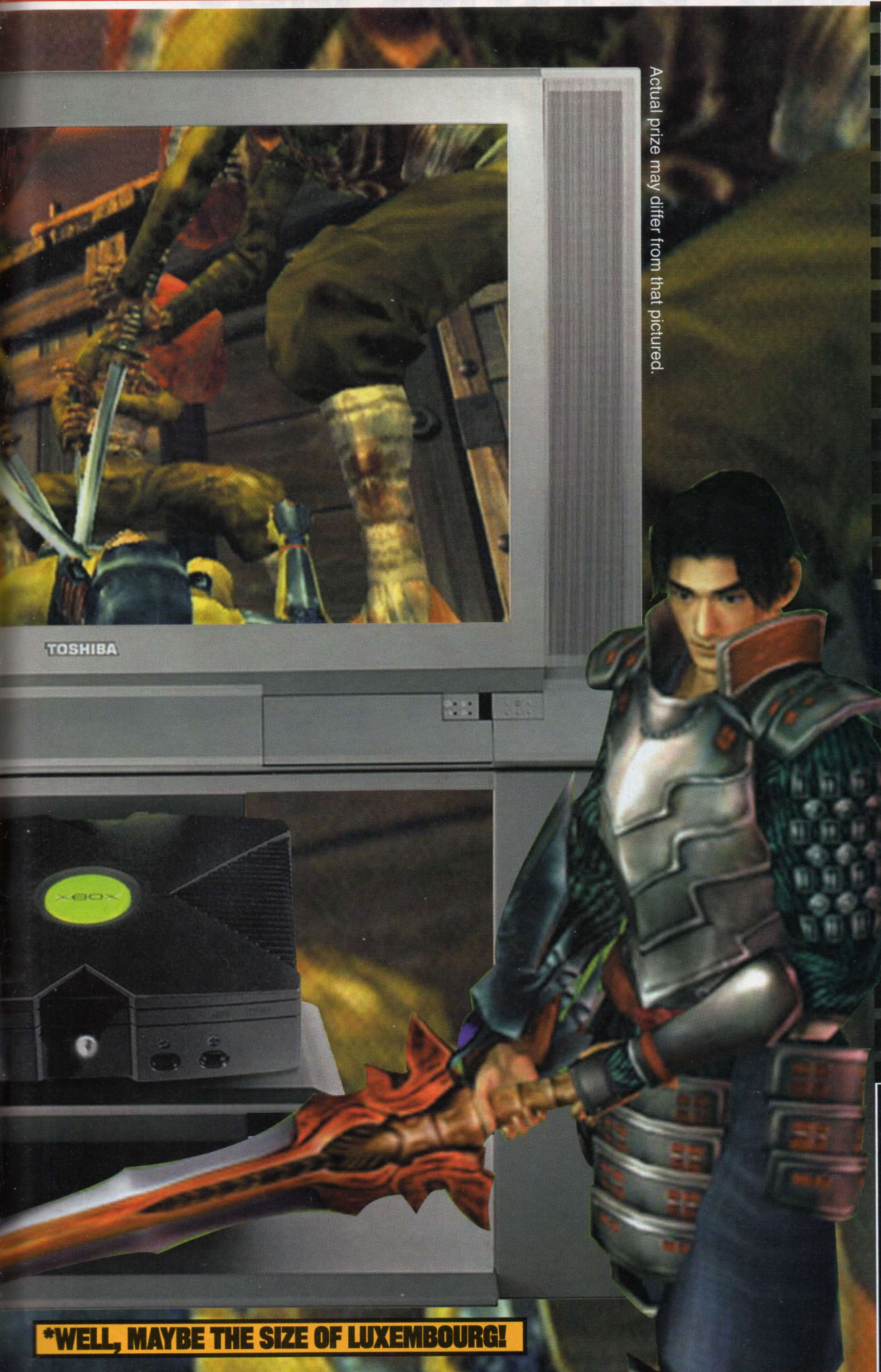
SONIC ADVANCE

How old is the *Sonic* series of games?

a) 10 years old
b) 5 years old
c) 89 years old

WIN!

5 COPIES TO BE WON



Actual prize may differ from that pictured.

*WELL, MAYBE THE SIZE OF LUXEMBOURG!

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Tick the boxes next to the correct answers and send the coupon to us by 17 April. Or copy everything down on a postcard. Sorted! ... Fill it in!

Name _____
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Xbox, TV and *Genma Onimusha* – Main Compo

Who is the main hero in *Genma Onimusha*?
a) Samanosuke ☐
b) Serious Sam ☐
c) Geoff Capes ☐

DC – Apart from Dreamcast, what other console will *Phantasy Star Online Ver 2.0* be on?
a) GameCube ☐
b) PS2 ☐
c) Xbox ☐

In the game, who raises Maximo from the dead??
a) The Grim Reaper ☐
b) The Dim Reaper ☐
b) The Grim Leaper ☐

GBA – How old is the Sonic series of games?
a) 10 years old ☐
b) 5 years old ☐
c) 89 years old ☐

PC – Which of the following is a type of operation?
a) Hernia ☐
b) Hermit ☐
c) Helium ☐

Xbox – What is *Jet set Radio* called in America?
a) Jet Grind Radio ☐
b) Jet Ollie Radio ☐
c) Jet Set Stereo ☐

Please tick this box if you do not wish to be contacted by Future Publishing or other carefully screened companies. ☐

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ISSUE 116 WINNERS!

Harry Potter Giveaway: Ashley Humphries, Wiltshire

Gradius Advance
Stuart Rick, Derbyshire. Richard Reavley, Nottingham. Toby Allen, Isle of Wight. David Gilmore, County Down. David Fryer, Devon.

Jak and Daxter
Eddie Lengthorn, Petts Wood. Jack Allum, East Sussex. Kern Lasocki, Monymusk. Luke Mayhew, Kent. James Maguire, Hornchurch.

Resident Evil Gaiden
Nikky Naylor, London. Shamroz Khan, Birmingham. Richard Errington, Doncaster. V Thomas, North Lincolnshire. Samuel Day, Gloucestershire.

Ghost Recon
Koschin Omar, Frome. David Owens, Northampton. Guy Hurst, Chudleigh. Michael Patrick, Grimsby. N Devaney, Havant.

Headhunter
Mary Wong, Blackburn. Daniel Chim, East Kilbride. John Dines, Middlesex. Adam Parsons, Worcester. Jamie Barber, Derbyshire.

GLOBAL OPERATIONS

Which of the following is a type of operation?

a) Hernia
b) Hermit
c) Helium

WIN!

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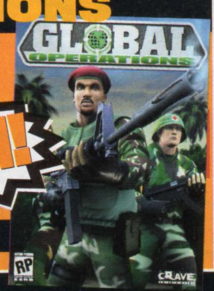

JET SET RADIO FUTURE

What is *Jet Set Radio* called in America?

a) Jet Grind Radio
b) Jet Ollie Radio
c) Jet Set Stereo

WIN!

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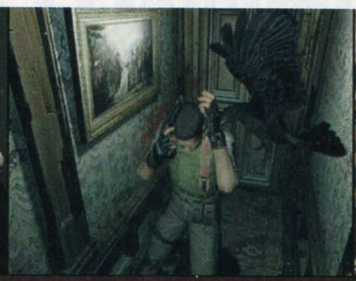

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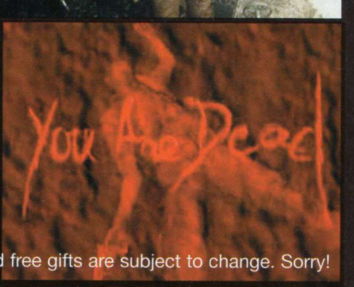

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